



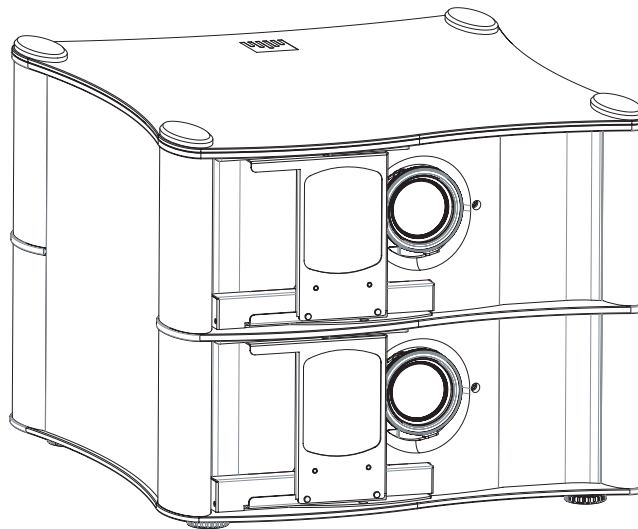
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# INSTALLATION/OPERATION MANUAL

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## **3Dimension™ Series D-73d**

**LED Home Theater Projection System**



**THE WORLD'S FINEST HOME THEATER PRODUCTS™**



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# RuncoCare™ Standard Two Year Limited Warranty

Congratulations on your purchase of a Runco® product! With proper installation, setup and care, you should enjoy many years of unparalleled video performance.

This RuncoCare Standard Limited Warranty is provided free of charge by Runco International, LLC (“Runco”) with the purchase of a covered Runco product. The following sets forth Runco’s Standard Limited Warranty applicable to all Runco projectors, processors, LCD display and plasma display products, with the exception of the following models: XP-103DHD, SC-1, SC-1a, CW-95DHD and VW-100HD<sup>1</sup>.

The following terms and conditions of the RuncoCare Standard Limited Warranty represent a contract between us, Runco, and you, the customer, who has purchased a Runco product. This contract applies to purchases of covered Runco products occurring on or after **February 11, 2010**. Runco reserves the right to change the terms of this contract, and such changes shall apply to purchases of covered Runco products that occur on or after any future effective date.

## RuncoCare Standard Features

- Two-year protection from defects in material and workmanship
- Access to 24x7 phone support
- Complimentary, second-day one-way shipping

## Warranty Coverage

Runco warrants its products to be free from defects in material and workmanship during the warranty period provided below. If, in Runco’s sole determination, a product proves to be defective in material or workmanship during the warranty period, Runco will repair the product, replace the product with a substantially similar new or like-new product, or refund a prorata share of the purchase price (calculated based on the remainder of the warranty period and the then-current MSRP<sup>2</sup> of a similar product), if repair or replacement of the product is determined by Runco to not be feasible. Runco has sole discretion in determining whether a same or like model is offered, and what constitutes a “substantially similar model.”

## Length of Warranty

Runco products are warranted for two (2) years from the date of shipment from Runco. Lamps are warranted six (6) months from the date of shipment or 1000 hours of use, whichever comes first. All other accessories, which include but are not limited to, cables, remotes, carrying cases, lens cap and other peripherals sold with the Runco product, are warranted for ninety (90) days from the date of the original shipment of the accessory.

## Eligibility

This RuncoCare Standard Limited Warranty is valid only for the first customer who purchases the covered product from an authorized Runco dealer or distributor. This warranty is not transferable. You may be required to provide proof of purchase in order to receive warranty services.

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1. Runco may update this list of products excluded from this warranty from time to time at Runco’s sole discretion, but updates to the list of covered products will not apply on a retroactive basis.
  2. MSRP is defined as the most recent product price listed on Runco’s price list.

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## **RuncoCare Claim Procedure**

In the event of a product defect, please follow the warranty claim procedure provided below:

1. The Customer is required to contact a Runco dealer or Runco Technical Support via email at support@runco.com or via phone at (toll free) (800) 23-RUNCO (800-237-8626). If the customer is located outside North America, call +3589 4200 554 in Europe for product service.
2. Be prepared to provide the date of purchase, the place of purchase, serial number, product model number, description of the problem and troubleshooting steps already attempted.
3. Runco Technical Support staff will attempt to correct any minor issues that may be causing the problem. If Runco is unable to resolve the problem through troubleshooting, a Return Material Authorization (RMA) number will be issued for the exchange of the defective product if it is determined that the claim was made within the coverage period of the Standard Limited Warranty.
4. If it is determined that the Standard Limited Warranty applies to the claim, the customer will need to return the defective product to the Runco repair depot location specified by the Runco technical support representative. The customer will need to properly package the defective product, consisting of the product only, and not include any accessories (e.g., cables, remotes, carrying cases, lens, lens cap and other peripherals) and return it to the Runco repair depot specified by the technical support representative. It is the customer's responsibility to properly package the hardware, include all appropriate materials, and return it to the location specified by the Runco technical support department. The customer will need to address and resolve any shipping damage claims directly with the shipping company.
5. The customer is responsible for providing a suitable box to ship the defective product to an authorized Runco repair depot. Boxes may be purchased from a Runco technical support representative.
6. The customer is responsible for paying freight charges to ship the defective product to an authorized Runco repair depot.
7. For in-warranty repairs, Runco will pay freight charges to return the repaired/replacement product (which shall not include accessories--e.g., cables, remotes, carrying cases, lens cap and other peripherals sold with the Runco product) to the customer from the Runco repair depot.
8. Once an RMA has been created, the customer may contact serviceorders@runco.com for followup questions or confirmation status of the claim process.

## **Warranty Exclusions**

This RuncoCare Standard Limited Warranty does not include or is limited by the following:

1. Products not purchased from an authorized Runco dealer
2. Rental costs incurred by the customer in the event of product defect or failure
3. Any product with a defaced, modified, or removed serial number
4. Damage, deterioration, or malfunction resulting from:
  - a Accident, abuse, misuse, neglect, improper ventilation, fire, water, disaster, lightning, or other acts of nature, smoke exposure (cigarette or otherwise), unauthorized product modification (including use of an unauthorized mount), or failure to follow instructions supplied with the product
  - b Repair or attempted repair by anyone not authorized by Runco
  - c Any damage to the product due to shipment
  - d Removal or installation of the product
  - e Causes external to the product, such as electric power fluctuations or failure
  - f Use of supplies or parts (including lamps) that are not purchased from Runco or do not meet Runco's specifications
  - g Normal wear and tear

- 
- h Expected lamp degradation and normal decrease in lamp output over a period of time or as the lamp is consumed
  - i Customer caused defects, including but not limited to, scratched/defaced/altered plastics
  - j Failure to follow maintenance procedures as outlined in the product's user guide where a schedule is specified for regular cleaning of the product
  - k Opening the product and/or tampering with internal circuitry
  - l Products lost, stolen or discarded
  - m Any damage or dissatisfaction associated with latent images, "burnin," or any other damage determined by Runco to be the result of customer use patterns
  - n Any other cause, which does not relate to a product defect in material or workmanship
5. Removal, installation, and setup service charges are excluded from this Standard Limited warranty
  6. Black uniformity issues or other LCD issues associated with usage outside the Runco recommended guidelines and specifications for the product
  7. Bright or dark sub pixels that are characteristic of LCD technology and considered by Runco to be acceptable and within Runco's manufacturing specifications.
  8. Second day shipment delivery time and availability may vary based on origin and destination and Runco is unable to deliver to PO Box and FPO Box addresses

### **Other Terms and Conditions**

1. Runco will not accept returned Product unless an RMA number has been issued by Runco.
2. If an Advance Exchange return occurs, it is the customer's responsibility to properly package the defective product and ship it to the address provided by the Runco technical support representative with the RMA number prominently displayed. If the defective product is not properly packaged and is damaged in transit during its return to Runco, you may be invoiced for either the repair costs, if repairable, or the MSRP of a replacement product and shipping costs incurred by Runco.
3. The repaired or replaced product will assume the remainder of your original product's RuncoCare Service Plan term or 90 days from the date the repaired unit is shipped, whichever is longer.
4. If a replacement product is sent, the customer agrees to retain the replacement for the product you purchased and your defective product becomes the property of Runco.

### **Extended Service Options**

Runco offers extended and expanded service plans. For information on additional product protection, please email [serviceorders@runco.com](mailto:serviceorders@runco.com) or call (toll free) (800) 23-RUNCO (800-237-8626).

### **Online Product Registration**

Please visit <http://www.runco.com/support/product-registration/> to register product.

### **Limitation of Implied Warranties**

RUNCO PROVIDES NO WARRANTIES, EXPRESS OR IMPLIED, EXCEPT THOSE EXPRESSLY PROVIDED HEREIN. RUNCO EXPRESSLY DISCLAIMS ALL OTHER WARRANTIES, INCLUDING THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE.

## **Exclusion of Damages**

RUNCO'S MAXIMUM AGGREGATE LIABILITY HEREUNDER IS LIMITED TO THE COST OF REPAIR OR REPLACEMENT OF THE PRODUCT.

1. RUNCO SHALL NOT BE LIABLE FOR DAMAGE TO OTHER PROPERTY CAUSED BY ANY DEFECT IN THE PRODUCT, DAMAGES BASED UPON INCONVENIENCE, LOSS OF USE OF THE PRODUCT, LOSS OF TIME, LOSS OF PROFITS, LOSS OF BUSINESS OPPORTUNITY, LOSS OF GOODWILL, INTERFERENCE WITH BUSINESS RELATIONSHIPS, OR OTHER COMMERCIAL LOSS, EVEN IF THE CUSTOMER HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.
2. RUNCO SHALL NOT BE LIABLE FOR ANY CONSEQUENTIAL, INCIDENTAL, INDIRECT, SPECIAL, OR PUNITIVE DAMAGES.
3. RUNCO SHALL NOT BE LIABLE FOR ANY CLAIM AGAINST THE CUSTOMER BY ANY OTHER PARTY.

## **Effect of Local Law**

This warranty gives you specific legal rights, and you may have other rights, which vary from locality to locality. Some localities do not allow limitations on implied warranties and/or do not allow the exclusion of incidental or consequential damages, so the above limitations and exclusions may not apply to you.

## **COPYRIGHT AND TRADEMARKS:**

© Copyright 2011 Runco International, LLC ("Runco"). This document contains proprietary information protected by copyright, trademark and other intellectual property laws. All rights are reserved. No part of this manual may be reproduced by any mechanical, electronic or other means, in any form, without prior written permission of Runco.

The trademarks reproduced in this Runco Owner's Manual and used on the Runco Products are either owned by Runco or are licensed by Runco. You may not reproduce or use the trademarks without the prior written consent of Runco.

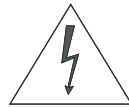
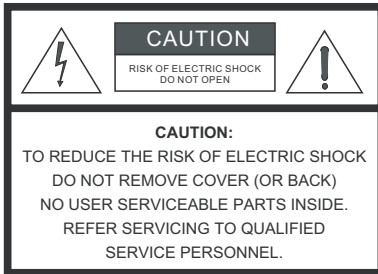
Runco Products are manufactured under one or more of the following patents: US. Patent 6755540 and Other Patents Pending.

This product contains intellectual property and technology licensed from RealD. These may include, but are not limited to, the following patents 5,416,510, 7,002,618, 7,184,002, 5,193,000, 5,159,453, 5,572,250 and patent applications 10/613866, 11/811047, 11/811234, 12/286449, 12/534126, 65/108395, 61/153949, and 61/168925.



# Important Safety Instructions

Thank you for your purchase of this quality Runco video product! It has been designed to provide you with the quality of video that is expected in a home theater. For the best performance, please read this manual carefully as it is your guide through the menus and operation.



## WARNING

This symbol is intended to alert the user to the presence of uninsulated “dangerous voltage” within the product’s enclosure that may be of sufficient magnitude to constitute a risk of electric shock.



This symbol is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the appliance.

1. Read these instructions.
2. Keep these instructions.
3. Heed all warnings.
4. Follow all instructions.
5. Do not use this apparatus near water.
6. Clean only with a dry cloth.
7. Do not block any of the ventilation openings. Install in accordance with the manufacturer’s instructions.
8. Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
9. Do not defeat the safety purpose of the polarized or grounding type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong is provided for your safety. When the provided plug does not fit into your outlet, consult an electrician for the replacement of the obsolete outlet.
10. Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles and the point where they exit from the apparatus.
11. Only use the attachments/accessories specified by the manufacturer.
12. Use only with a cart, stand, tripod, bracket or table specified by the manufacturer or sold with the apparatus. When a cart is used, use caution when moving the cart/apparatus to avoid injury from tip-over.
13. Unplug this apparatus during lightning storms or when unused for long periods of time.
14. Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.
15. The +12V trigger only outputs 12Vdc signal for triggering. Do not connect to any other power input or output. This could cause damage to this unit.
16. Keep the packing material in case the equipment should ever need to be shipped.
17. Never look directly into the lens when the projector is on.



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## IMPORTANT HEALTH AND SAFETY INFORMATION FOR 3D VIEWING:

Please read and make sure you understand the following safety information before using the product for viewing 3D content. Provide this information to the end users of this product and ensure that they understand it.



*It is widely recognized that stereographic display devices can cause discomfort, including, without limitation, dizziness, nausea, headaches, eye fatigue and eye-strain, in some individuals. The 3D effect and experience will vary by individual, depending on a variety of factors, including his or her health and vision. Runco recommends that users take regular breaks when watching 3D video or playing games using stereoscopic displays. Discontinue use if any discomfort occurs. Parents of young children should ensure their children avoid extensive exposure to electronic stereographic entertainment.*

*The quality and appropriateness of the 3D screen materials onto which the image is projected and the quality of the 3D content being displayed both have a significant and noticeable impact on the overall 3D experience. A properly-calibrated projection system, including glasses and an optimized third-party screen, displaying high-quality 3D content is the best formula for immersive and comfortable 3D experiences in the home. Please refer to the remainder of this manual for proper projector installation and usage instructions.*

*The glasses that accompany this product are not safe to use as sunglasses, protective eyewear or any use outdoors or other than only in conjunction with the proper operation of the Runco product with which they are sold. It is common to dim the lights in a home theater. Using 3D glasses and the immersive imagery of stereoscopic imagery can increase the risk of tripping or falling the dark. Special care should be taken.*

*Do not tilt your head while using the 3D glasses.*



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# Compliance Information

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## EUROPEAN UNION (EU) DECLARATION OF CONFORMITY:

Manufacturer's Name: Runco International, LLC

Manufacturer's Address: 1195 NW Compton Drive, Beaverton, OR 97006-1992

hereby declares that the Products' Model Numbers:

D-73d, D-73d/CineWide and D-73d/CineWide with AutoScope

conform with the provisions of:

Council Directive 2004/108/EC on Electromagnetic Compatibility;

EN 55022 "Limits and methods of measurements of radio interference characteristics of information technology equipment" 1998;

EN 55024 "Limits and methods of measurements of immunity characteristics of information technology equipment" 1998;

Including:

- EN 61000-4-2 "Electromagnetic compatibility (EMC) Part 4: Testing and measurement techniques Section 2: Electrostatic discharge immunity test"
- EN 61000-4-3 "Electromagnetic compatibility (EMC) Part 4: Testing and measurement techniques Section 3: Radiated, Radio-Frequency, Electromagnetic Field Immunity Test"
- EN 61000-4-4 "Electromagnetic compatibility (EMC) Part 4: Testing and measurement techniques Section 4: Electrical fast transient/burst immunity test"
- EN 61000-4-5 "Electromagnetic compatibility (EMC) Part 4: Testing and measurement techniques Section 5: Surge immunity test"
- EN 61000-4-6 "Electromagnetic compatibility (EMC) Part 4: Testing and measurement techniques Section 6: Conducted disturbances induced by radio-frequency fields immunity test"
- EN 61000-4-8 "Electromagnetic compatibility (EMC) Part 4: Testing and measurement techniques Section 8: Conducted disturbances induced by power frequency magnetic fields immunity test"
- EN 61000-4-11 "Electromagnetic compatibility (EMC) Part 4: Testing and measurement techniques Section 11: Voltage dips, short interruptions and voltage variations immunity tests"

And:

- EN 61000-3-2 "Electromagnetic compatibility (EMC) Part 3, Section 2: Limits for harmonic current emissions (equipment input current up to and including 16 A per phase)" 2000;
- EN 61000-3-3 "Electromagnetic compatibility (EMC) Part 3, Section 3: Limitations of voltage changes, voltage fluctuations and flicker in public low-voltage supply systems, for equipment with rated current up to and including 16 A and not subject to conditional connection" 1995;

Council Directive 2006/95/EC and amended by M1 and C1 on Low Voltage Equipment Safety;

EN 60950 "Safety of information technology equipment, including electrical business equipment"

The Technical Construction file required by this Directive is maintained at the corporate headquarters of Runco International, LLC, located at 1195 NW Compton Drive, Beaverton, OR 97006-1992.

Date of Declaration: May 2011

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## **FCC PART 15:**

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation.

This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

## **INDUSTRY CANADA (ICES-003):**

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

## **DISPOSAL OF OLD ELECTRICAL AND ELECTRONIC EQUIPMENT (Applicable throughout the European Union and other European countries with separate collection programs)**



This symbol found on your product or on its packaging, indicates that this product should not be treated as household waste when you wish to dispose of it. Instead, it should be handed over to an applicable collection point for the recycling of electrical and electronic equipment. By ensuring this product is disposed of correctly, you will help prevent potential negative consequences to the environment and human health, which could otherwise be caused by inappropriate disposal of this product. The recycling of materials will help to conserve natural resources. This symbol is only valid in the European Union. If you wish to discard this product, please contact your local authorities or dealer and ask for the correct method of disposal.

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# 1. Introduction

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This Owner's Manual describes how to install, set up and operate the Runco D-73d Series LED 3-D Home Theater Projection System.

Throughout this manual, the Runco D-73d Series LED 3-D Home Theater Projection System are referred to collectively as the "D-73d."

Runco has prepared this manual to help home theater installers and end users get the most out of the D-73d.

Runco has made every effort to ensure that this manual is accurate as of the date it was printed. However, because of ongoing product improvements and customer feedback, it may require updating from time to time. You can always find the latest version of this and other Runco product manuals on-line, at [www.Runco.com](http://www.Runco.com).

Runco welcomes your comments about this manual. Send them to [support@Runco.com](mailto:support@Runco.com).

**Text Conventions:** The following conventions are used in this manual, in order to clarify the information and instructions provided:

- Remote and built-in keypad button identifiers are set in upper-case bold type; for example, "Press **EXIT** to return to the previous menu."
- Computer input (commands you type) and output (responses that appear on-screen) is shown in monospace (fixed-width) type; for example: "To change the aspect ratio to Letterbox, type LETTERBOX **<Enter>**."
- All keys with functional names are initial-capped, set in bold type and enclosed in angle brackets. These keys are the following: **<Enter>**, **<Spacebar>**, **<Control>**, **<Esc>** and **<Tab>**.
- **<Enter>** indicates that you may press either the RETURN or ENTER key on your keyboard if it has both keys.

In addition to these conventions, underlining, boldface and/or italics are occasionally used to highlight important information, as in this example:



## Note

*A carriage return **must** be used after each command or string.*

---

## 1.1 About This Manual

### ◀ Target Audience

### ◀ If You Have Comments About This Manual...

### ◀ Textual and Graphic Conventions

**Graphic Conventions:** These symbols appear in numerous places throughout the manual, to emphasize points that you must keep in mind to avoid problems with your equipment or injury:



**Tip**

*TIPS highlight time-saving short cuts and helpful guidelines for using certain features.*



**Note**

*NOTES emphasize text with unusual importance or special significance. They also provide supplemental information.*



**Caution**

*CAUTIONS alert users that a given action or omitted action can degrade performance or cause a malfunction.*



**WARNING**

*WARNINGS appear when a given action or omitted action can result in damage to the equipment, or possible non-fatal injury to the user.*



**DANGER!**

*DANGER appears when a given action can cause severe injury or death.*

---

## 1.2 Using This Manual

Use the following table to locate the specific information you need in this manual.

<b>If you need...</b>	<b>... Turn to page:</b>
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General information about the D-73d Series LED 3-D Home Theater Projection System	3
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Runco's exclusive new D-73d Series LED 3-D Home Theater Projection System integrates 3D visualization technology that is based on the science of how the human eye and brain process actual depth and dimension in real life, Runco has created a flawless stereoscopic video reproduction that is unlike anything else in the home or private cinema market. Offering 3D done right, Runco is the only display manufacturer to offer a 3D solution is based on proprietary CSV™ (Constant Stereoscopic Video) architecture. Runco CSV is a vastly-superior approach to 3D visualization that enables seamless decoding, syncing and merging of stereo images and delivers a constant HD image to each eye without the flicker, distortion, or discomfort inherent in other approaches. Runco CSV utilizes unique passive-glasses technology, which is proven to be superior for the viewer and is usually only available in the finest public theaters.

Further, Runco is the first home theater brand to license RealD's Processing Package, which is used in Runco's 3Dimension Processor that is paired with the company's D-73d projector. The RealD Processing Package includes multiple proprietary technologies for the delivery and display of high-definition 3D content, for a high-quality 3D display experience in the home. Also incredibly important when choosing a 3D display, the Runco 3Dimension Series will deliver both a spectacular 2D and 3D viewing experience with zero compromise.

Runco's 3Dimension Series pair passive glasses with a design unique to Runco formulated for precise stereo separation, called PreciseLight™. Runco's passive glasses are not like current 3D TV glasses, which are based on "active" LCD shutter-glass technology and have inherent design challenges. Active glasses are bulky and expensive because they include electronics. And, because active glasses have LCDs in each lens, and turn black every other frame (or more frequently), active glasses need a transmitter that is synced to the frame rate. If you are out of range of the transmitter, low on batteries, have multiple TVs in a single room, or have any obstructions, the image may stutter or simply not work.

The new Runco 3Dimension Series D-73d projector is based on an evolution of Runco's award-winning lampless LED technology. Runco's InfiniLight™ boasts a significant reduction in power consumption, a mercury-free illumination system, and InstantOn™, which instantly produces an image and eliminates the need to put the projector in standby mode.

Beyond light-source innovation, Runco's LED-based projectors produce the largest color gamut ever available in front projection; achieving and exceeding the Society of Motion Picture and Television Engineers (SMPTE) and Digital Cinema Initiative (DCI) standards. The D-73d offers Runco's Personal Color Equalizer™ (PCE), which enables owners to create color settings from the largest palette ever available and project images exactly to their preferences. Further, the D-73d outputs more perceived brightness than other 3D solutions because of Runco's proprietary LED technology and its ability to create exceptional chromaticity. The combination of colors, perceived brightness and performance enable the Runco D-73d to set a previously unseen standard for video.

For uncompromised widescreen reproduction of movies originally filmed in the CinemaScope™ 2:35:1 format, the D-73d can also be paired with Runco's award-winning CineWide™ and CineWide with AutoScope™ technology. Through an ingenious combination of software, electronics and precision anamorphic optics, CineWide maintains constant vertical height on the screen just as in a movie theater. When a viewer transitions from 1.78:1 (16:9) program material to superwide 2.35:1, the image simply gets wider while full screen height is maintained, eliminating useless black bars on the top and bottom of the screen.

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### **1.3 Description, Features and Benefits**

With Runco CineWide, the projection system is able to use the full pixel array, thereby producing a 2.35:1 image with enhanced resolution and increased brightness. No resolution or image area is lost to those black bars that contain no picture information. CineWide with AutoScope provides a motorized, remote-controlled anamorphic lens mechanism.



**Note**

*CineWide requires the use of a 2.35:1 (or similar aspect ratio), "superwide" format screen.*

**Key Features and Benefits** ➤

The D-73d Series LED 3-D Home Theater Projection System offers these key features and benefits:

- A first-of-its-kind, no-compromise 3D-at-home solution
- Runco's proprietary CSV™ (Constant Stereoscopic Video) architecture is an incomparable approach to 3D visualization
- Runco's 3Dimension Series pair with passive glasses, with a design unique to Runco formulated for precise stereo separation
- Stellar performance in both 2D and 3D modes, with native 1080p DLP 16x9 performance
- Single-chip Digital Light Processing (DLP™) system
- Four (4) HDMI Inputs with High-bandwidth Digital Content Protection (HDCP)
- The brightest lampless LED home theater projector available anywhere
- Largest color gamut and Runco's Personal Color Equalizer™ proprietary color management for stunning realism
- Exclusive Runco SmartColor™ hue compensation curve and gamut mapping for accurate fleshtones
- Next-generation all-digital DHD video processor/controller for flawless video from any source
- Uses less power than lamp-based projection with Runco InstantOn™, eliminating the need to leave projector in "standby" mode
- New industrial design with Runco ColourPalette™ custom options

Your D-73d is shipped with the following items. If any items are missing or damaged, please contact your Runco dealer or Runco Customer Service at (800) 23-RUNCO.

## ◀ **Parts List**

- D-73d Series LED 3-D Home Theater Projection System:
  - Projector
  - Two (2), DHD Controller units (Primary and Secondary)
  - 3Dimension Processor
- Remote Control Unit and two (2), AAA-size batteries
- AC Power Cords (5)
- 5.0-mm Hex wrench (for lens shift adjustment and locking the lens position)
- **Cables and Adapters for Connecting the DHD Controllers to Each Other and to the 3Dimension Processor:**
  - HDMI-to-HDMI Cable, 1.6 feet (0.5 meters) (2)
  - BNC-to-BNC Cable, 11.8 inches (0.3 meters) (10)
  - RCA-to-RCA Cable, 11.8 inches (0.3 meters) (2)
  - RS-232 Cable (Null-modem), DB-9 female to DB-9 female, 11.8 inches (0.3 meters)
  - RJ-11 Telephone Cable, 50 feet (15.24 meters) (2)
  - Serial Port Adapter, RJ-11 Female to DB-9 Male (2)
- PreciseLight™ 3D Glasses (6 pairs; 4 Adult-size, 2 Child-size)
- HDMI-to-HDMI Cables (2), sold separately (refer to **Optional Accessories**, below)
- Rack-mount hardware for the DHD Controllers and 3Dimension Processor
- Runco D-73d Quick Setup Guide

### **Optional Accessories:**

- Ceiling mount kit (part number 956-0301-00)
- CineWide™ technology (fixed, secondary anamorphic lens)
- CineWide™ with AutoScope™ system (secondary anamorphic lens and motorized mount)
- Short-throw primary lens, 1.64:1-1.86:1 (factory-installed only)
- Additional PreciseLight™ 3D glasses:
  - PreciseLight™ Glasses (6 pairs, Adult-size; part number 168-0011-00)
  - PreciseLight™ Premium Glasses (1 pair; part number 168-0006-00)
  - PreciseLight™ Clip-On Glasses (6 pairs; part number 168-0012-00)
  - PreciseLight™ Glasses (6 pairs, Child-size; part number 168-0013-00)
  - PreciseLight™ Prescription Glasses (1 pair; part number 168-0009-00)
- HDMI-to-HDMI Cable, length specified at time of order:
  - 16.4 feet (5.0 meters) (part number 903-1010-00)
  - 24.6 feet (7.5 meters) (part number 903-1011-00)
  - 32.8 feet (10.0 meters) (part number 903-1012-00)
  - 49.2 feet (15.0 meters) (part number 903-1013-00)
  - 65.6 feet (20.0 meters) (part number 903-1014-00)

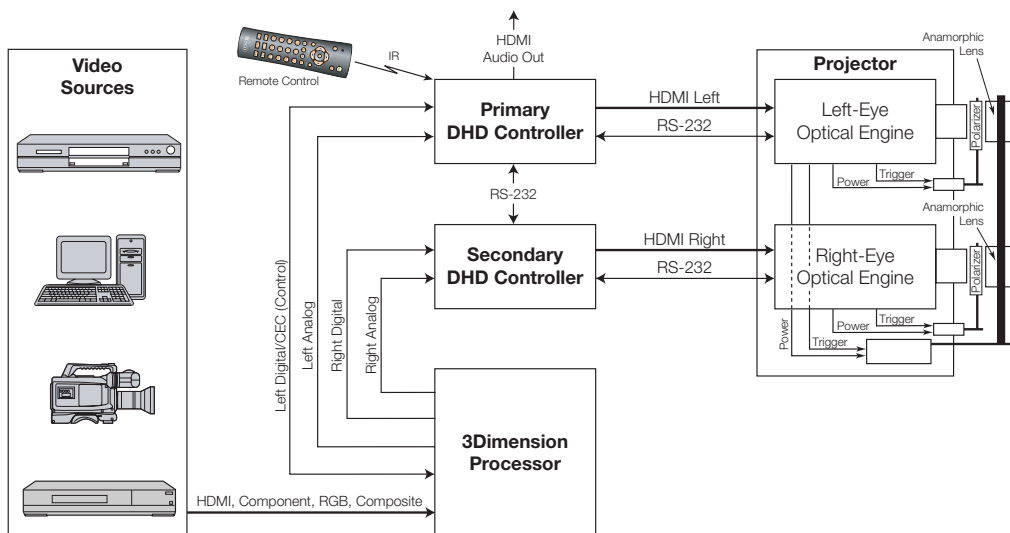
**Notes:**

## 2. System Overview

The D-73d Series LED 3-D Home Theater Projection System consists of the following components:

- The projector, consisting of two discrete LED optical engines stacked one on top of the other to provide either two-dimensional (2D) or three-dimensional (3D) content.
- A Primary DHD Controller unit that provides a video signal and on-screen display (OSD) menu to the “left eye” optical engine of the projector. In addition, the Primary DHD Controller controls all of the other system components (projector, Secondary DHD Controller and 3Dimension Processor), in response to user input via its infrared (IR) remote control unit or front-panel keypad, an external control system or HDMI Consumer Electronics Control (CEC) messages.
- A Secondary DHD Controller unit that provides a video signal and OSD menu to the right optical engine of the projector.
- The 3Dimension Processor, which accepts video signals from multiple analog and digital sources, multiplexes them and distributes them to the Primary and Secondary DHD Controllers.

Figure 2-1 shows how these components connect to and interact with each other. The following sections describe each one in detail.



**Figure 2-1. D-73d Series LED 3-D Home Theater Projection System Block Diagram**

## 2.1 Projector

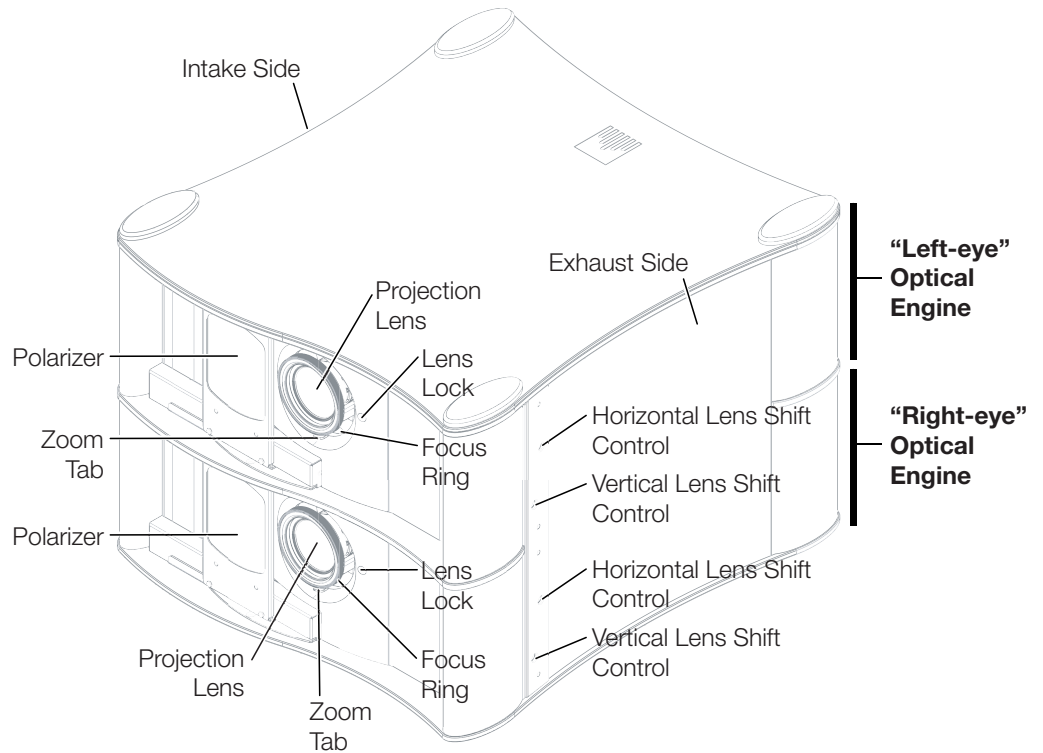
The standard D-73d projector, shown Figure 2-2, consists of two discrete LED optical engines stacked one on top of the other to provide either three-dimensional (3D) or two-dimensional (2D) content.

For 3D content, each engine produces the image for one eye. Linear polarizers on each engine isolate the output images from one another. When the viewer transitions from 2D content to 3D content, the polarizers move in tandem into the optical path by means of a mechanical actuator (similar to a motorized anamorphic lens transport).

The left-eye and right-eye images are reflected by the screen back toward the viewing area and kept isolated by a second set of polarizing filters: the 3D glasses worn by the viewer.

For 2D content, the projector superimposes the output from one engine onto that from the other engine to produce an extremely bright and focused image. When viewing 2D content, the polarizers are out of the optical path.

The “left-eye” optical engine (the one nearest the glass) receives an HDMI video signal from the Primary DHD Controller. The “right-eye” optical engine (the one nearest the feet) receives an HDMI video signal from the Secondary DHD Controller.



**Figure 2-2. Standard D-73d Projector Functional Components**

- PROJECTION LENS**  
 Available in two versions: standard throw range (1.94:1 to 2.40:1) and short throw range (1.64:1 to 1.86:1).



## • LENS LOCK

The screw to the right of the lens activates the lens lock, which freezes the zoom and lens shift settings to keep the projector images aligned over time.

When shipped from Runco, the lenses are unlocked. To lock the lens position, use the same 5.0-mm Hex wrench (provided) that you use for lens shift adjustments. (Turn clockwise two or three turns.)



### **WARNING**

**THE LENS SHIFT MECHANISM CAN BE DAMAGED BY EXCESSIVE FORCE.**

- Ensure that the lens lock is released before adjusting horizontal or vertical lens shift.
- Do not attempt to move the primary lenses beyond their normal adjustment ranges.

## • HORIZONTAL AND VERTICAL LENS SHIFT CONTROLS

To access the lens shift controls, insert the included 5.0-mm Hex wrench into the opening and turn it as needed to shift the lens in the desired direction (refer to **Adjusting the Focus, Zoom and Position of the Primary Lenses** on page 54).

## • FOCUS RING

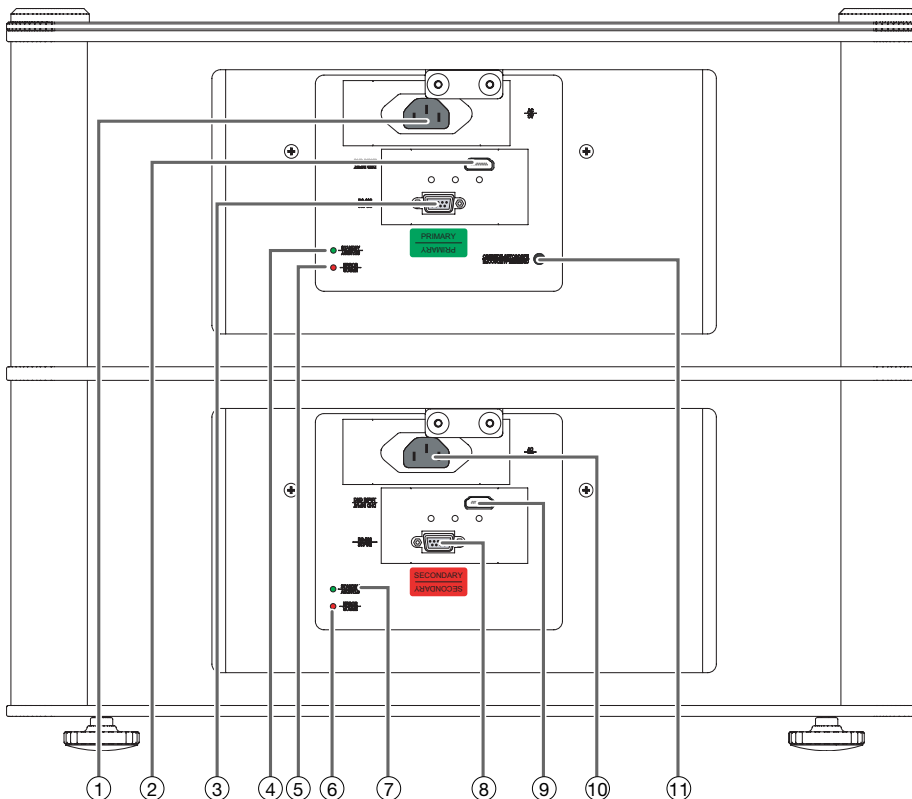
Rotate this to focus the projected image.

## • ZOOM TAB

Rotate this to change the projected image size.

Figure 2-3 shows the D-73d rear panel.

◀ **Projector Rear Panel**



**Figure 2-3. D-73d Rear Panel**

1. **POWER INPUT (Left-Eye Engine – 100 to 240 VAC)**  
Connect the left-eye optical engine to power here.
2. **DHD INPUT (Left-Eye Engine)**  
An HDCP-compliant digital video input for connecting the **HDMI Out (To Display)** from the Primary DHD Controller.
3. **RS-232C INPUT (Left-Eye Engine) (9-pin, female D-Sub)**  
Connect the **Display Control** output on the Primary DHD Controller to this input (see Figure 2-5).
4. **STANDBY LED (Left-Eye Engine)**  
Indicates left-eye engine status as follows:
  - Solid green = AC power present, ready to turn on.
  - Flashing green = Projector is initializing; keypad functions not allowed.
  - Off = **Normal operation.**
5. **ERROR LED (Left-Eye Engine)**  
Indicates left-eye engine error conditions as follows:
  - Flashing red = Over temperature, user intervention (clear vents, turn on AC) may fix problem
  - Solid red = Error that requires servicing (fan failure, Power-on Self-Test (POST) failure).
6. **ERROR LED (Right-Eye Engine)**  
This LED operates identically to the ERROR LED on the left-eye engine.
7. **STANDBY LED (Right-Eye Engine)**  
This LED operates identically to the STANDBY LED on the left-eye engine.
8. **RS-232C INPUT (Right-Eye Engine) (9-pin, female D-Sub)**  
Connect the **Display Control** output on the Secondary DHD Controller to this input.
9. **DHD INPUT (Right-Eye Engine)**  
An HDCP-compliant digital video input for connecting the **HDMI Out (To Display)** from the Secondary DHD Controller.
10. **POWER INPUT (Right-Eye Engine – 100 to 240 VAC)**  
Connect the right optical engine to power here.
11. **CINEWIDE/AUTOSCOPE +12V TRIGGER OUTPUT**  
Connect the AutoScope anamorphic lens transport (if present) to this output.

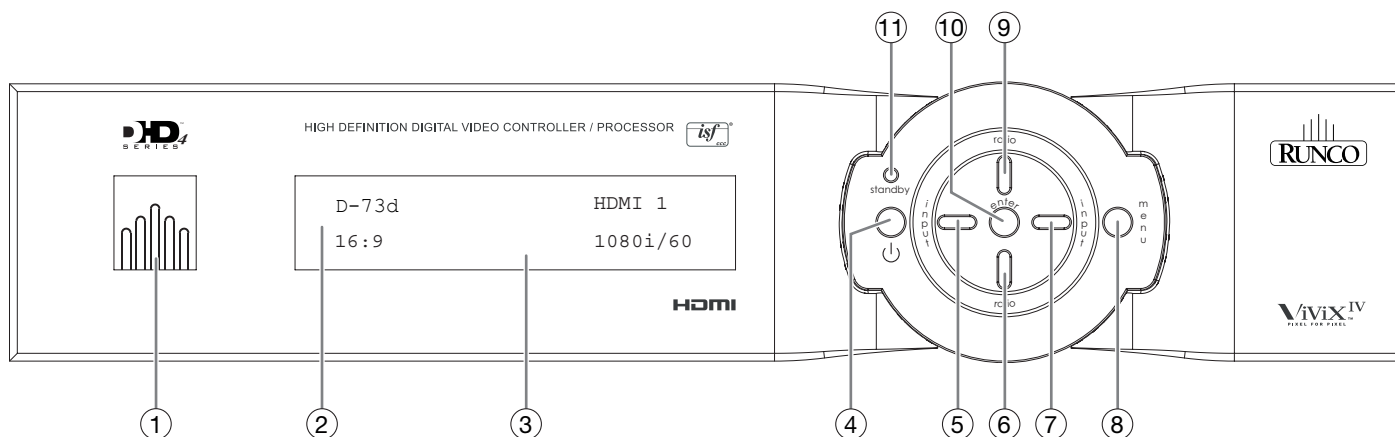
The Primary DHD Controller provides a video signal and OSD menu to the left-eye optical engine of the projector. It controls the other D-73d system components in response to user input via the following interfaces:

- Front-panel keypad
- IR remote control unit
- HDMI CEC messages
- RS-232 serial commands
- Ethernet

Figure 2-4 shows the controls and indicators on the Primary DHD Controller front panel; the paragraphs that follow describe them.

## 2.2 Primary DHD Controller

### ◀ Front Panel Layout



**Figure 2-4. Primary DHD Controller Front Panel**

- 1. RUNCO ICON**  
Lights blue to indicate that the controller is on or powering up.
- 2. IR SENSOR**  
Receives IR commands from the remote control.
- 3. VACUUM FLUORESCENT DISPLAY**  
Can be used instead of the On-Screen Display (OSD). Displays currently-selected menu or – if no menu is selected – the connected display device model, current source, input resolution and aspect ratio.
- 4. ON/STANDBY BUTTON**  
Press once to toggle from standby mode to on mode. Press it again to return to standby mode. For a discrete on or off command, you can use the direct access buttons on the remote control.
- 5. LEFT BUTTON**  
Used to direct-select inputs or move the menu cursor left in the OSD. When no menu is present on-screen, the **LEFT** button toggles through the different sources, in this order:  
HDMI 4 - HDMI 3 - HDMI 2 - HDMI 1 - SCART - HD 2 - HD 1 - Component - Composite 3 - Composite 2 - Composite 1

6. **DOWN BUTTON**

Use to direct-select aspect ratios or move the menu cursor down in the OSD. When no menu is present on-screen, this button toggles through aspect ratios in the following order:

16:9 - 4:3 - Letterbox - VirtualWide - Cinema - Virtual Cinema - Native

7. **RIGHT BUTTON**

Used to direct-select inputs or move the menu cursor right in the OSD. When no menus are present on-screen, the **RIGHT** button toggles through the different sources, in this order:

Composite 1 - Composite 2 - Composite 3 - Component - HD 1 - HD 2 - SCART - HDMI 1 - HDMI 2 - HDMI 3 - HDMI 4

8. **MENU BUTTON**

Press the **MENU** button to bring up the main menu, or to exit the current menu and return to the previous one.

9. **UP BUTTON**

Use to direct-select aspect ratios or move the menu cursor up in the OSD. When no menus are present on-screen, the **UP** button toggles through aspect ratios in the following order:

Native - Virtual Cinema - Cinema - VirtualWide - Letterbox - 4:3 - 16:9

10. **ENTER BUTTON**

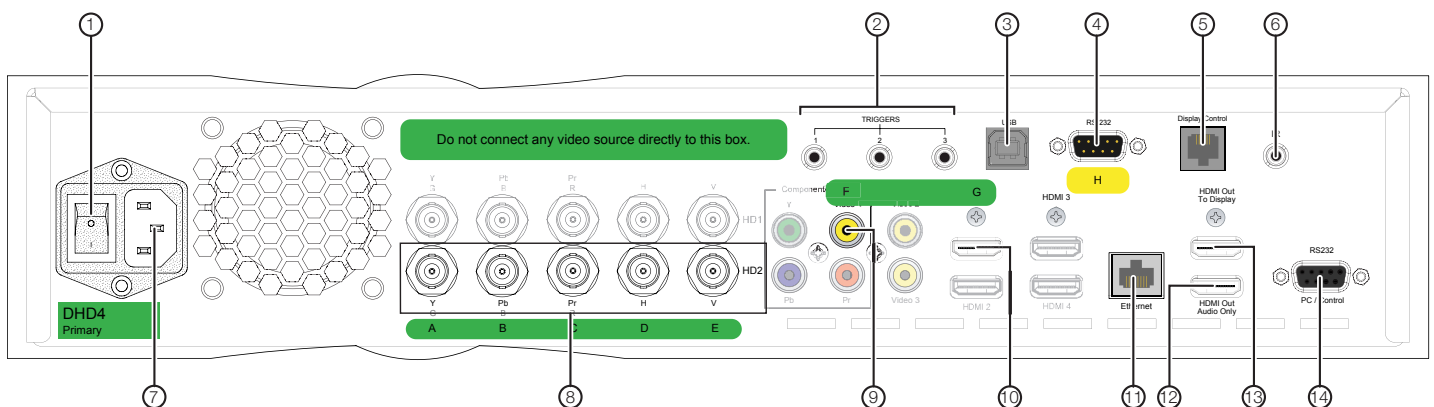
When an item is highlighted on the OSD, the **ENTER** button selects the item.

11. **STANDBY LED**

Lights amber when the DHD Controller is in standby mode; otherwise it is off.

**Rear Panel Layout** ➤

Figure 2-5 shows the rear connector panel on the Primary DHD Controller.



**Figure 2-5. Primary DHD Controller Rear Panel**

1. **MAIN POWER SWITCH**

Disconnects or applies power to the DHD Controller.

2. **TRIGGERS**

Connection for up to three (3), 12-volt trigger-controlled devices such as retractable screens or screen masks. Output current is limited to 250 milliamperes (mA).

**3. USB**

A standard, USB Series “B” connection to a personal computer, for performing software upgrades and other service procedures.

**4. RS-232 (To Accessory Box)**

A male, 9-pin D-sub connector for interfacing with the Secondary DHD Controller. (Use a “null-modem” serial cable for this connection.)

**5. Display Control**

Connect this to the RS-232 input on the left-eye (top) optical engine on the D-73d projector.

**6. IR**

Wired input from a Niles- or Xantech-compatible, infrared (IR) repeater system. It is a 3.5-mm, mini phono jack, wired as follows:

Ring = No connection

Tip = IR Input

Sleeve = Ground

**7. POWER INPUT (100 to 240 VAC)**

Connect the DHD Controller to power here.

**8. HD2 Input (5 x Analog BNCs)**

Connect the HD 2 input to the Left Analog output on the 3Dimension Processor.

**The HD 1 input is not used with the D-73d.** Connect your Component/RGBHV sources to the 3Dimension Processor.

**9. Video 1 Input (RCA)**

Connect the Video 1 input to the Left Composite video output on the 3Dimension Processor.

**The Video 2 and Video 3 inputs are not used with the D-73d.** Connect your Composite video sources to the 3Dimension Processor.

**10. HDMI 1 Input (Digital)**

Connect the HDMI 1 input to the Left HDMI output on the 3Dimension Processor.

**The HDMI 2, HDMI 3 and HDMI 4 inputs are not used with the D-73d.** Connect your HDMI sources to the 3Dimension Processor.

**11. Ethernet**

A female RJ-45 connector for wired network communications.

**12. HDMI Out (Audio Only)**

Connect this output to an audio control system to pass through HDMI audio.

**Note**

*The DHD Controller does not transmit HDMI CEC control messages from the “HDMI Audio Out” connector.*

**13. HDMI Out (To Display)**

Connect this to the HDMI input on the “left eye” (top) optical engine on the D-73d projector.

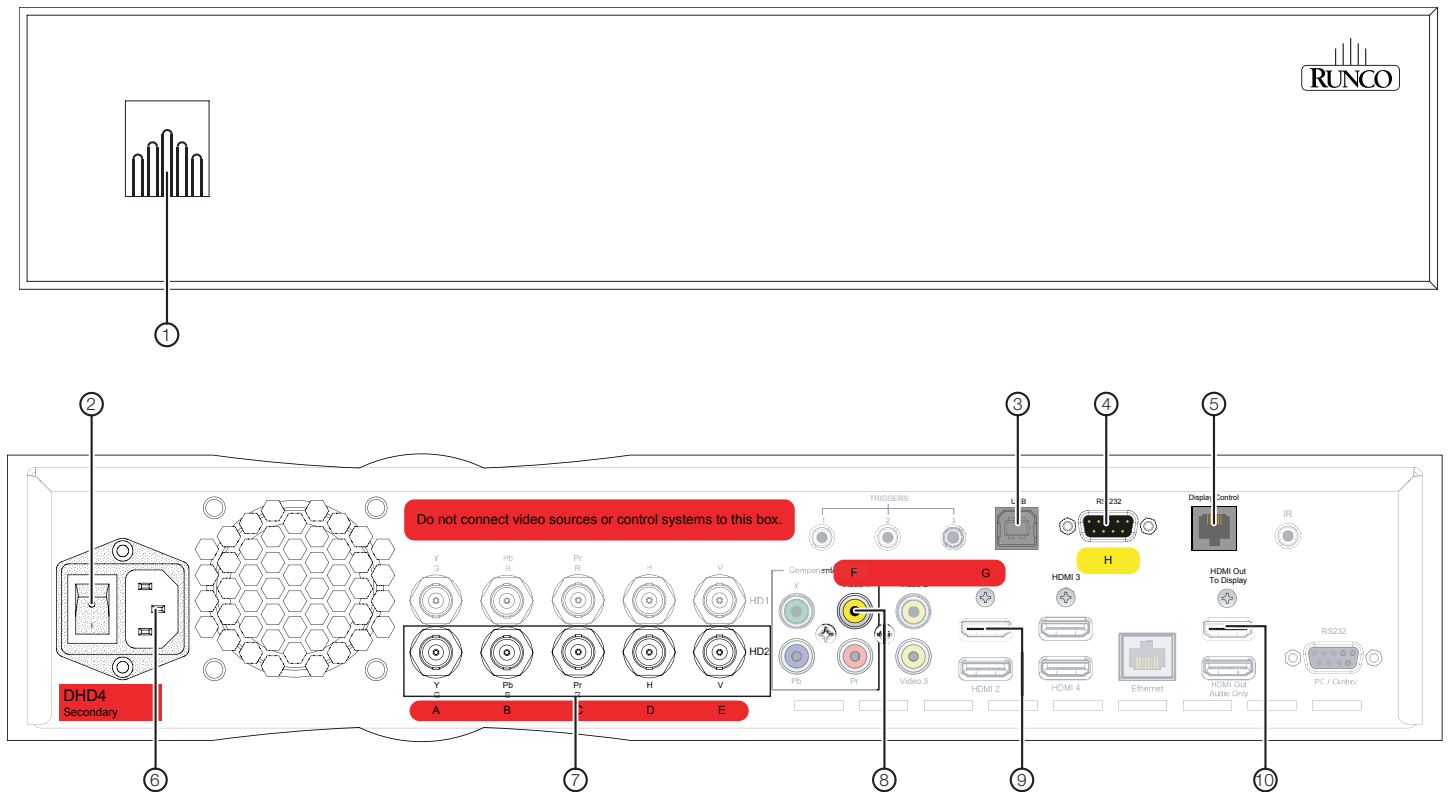
**14. RS-232 (PC / Control)**

A female, 9-pin D-sub connector for interfacing with a PC or automation/control system.

## 2.3 Secondary DHD Controller

The Secondary DHD Controller provides a video signal and OSD menu to the right-eye optical engine of the projector.

Figure 2-6 shows the Secondary DHD Controller front and rear panel.



**Figure 2-6. Secondary DHD Controller Front and Rear Panels**

1. **RUNCO ICON**  
Lights blue to indicate that the controller is on or powering up.
2. **MAIN POWER SWITCH**  
Disconnects or applies power to the DHD Controller.
3. **USB**  
A standard, USB Series “B” connection to a personal computer, for performing software upgrades and other service procedures.
4. **RS-232 (To Accessory Box)**  
A male, 9-pin D-sub connector for interfacing with the Primary DHD Controller. (Use a “null-modem” serial cable for this connection.)
5. **Display Control**  
Connect this to the RS-232 input on the “right eye” (bottom) optical engine on the D-73d projector.
6. **POWER INPUT (100 to 240 VAC)**  
Connect the DHD Controller to power here.

7. **HD2 Input (5 x Analog BNCs)**  
 Connect the HD 2 input to the Right Analog output on the 3Dimension Processor.  
**The HD 1 input is not used with the D-73d.** Connect your Component/RGBHV sources to the 3Dimension Processor.
8. **Video 1 Input**  
 Connect the Video 1 input to the Right Composite video output on the 3Dimension Processor.  
**The Video 2 and Video 3 inputs are not used with the D-73d.** Connect your Composite video sources to the 3Dimension Processor.
9. **HDMI 1 (Digital)**  
 Connect the HDMI 1 input to the Right HDMI output on the 3Dimension Processor.  
**The HDMI 2, HDMI 3 and HDMI 4 inputs are not used with the D-73d.** Connect your HDMI sources to the 3Dimension Processor.
10. **HDMI Out (To Display)**  
 Connect this to the HDMI input on the “right eye” (bottom) optical engine on the D-73d projector.

Figure 2-7 shows the controls and indicators on the 3Dimension Processor front panel; the paragraphs that follow describe them.

## 2.4 3Dimension Processor

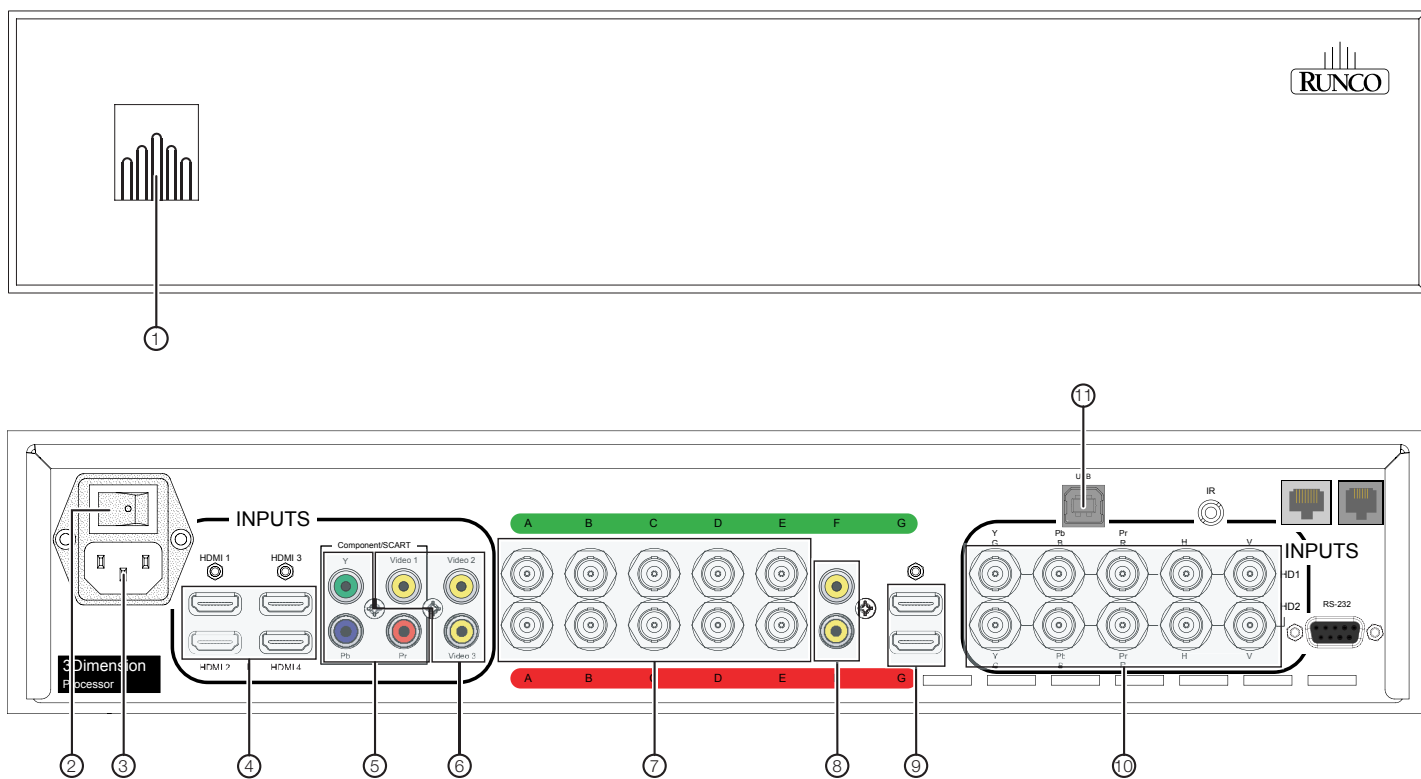


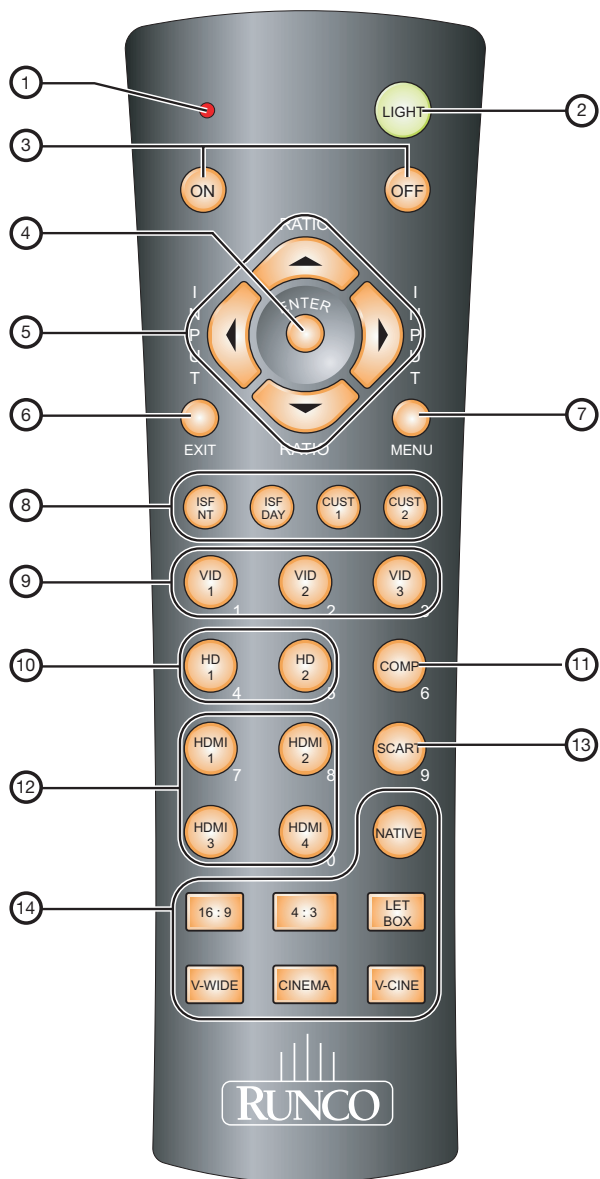
Figure 2-7. 3Dimension Processor Front and Rear Panel

1. **RUNCO ICON**  
Lights blue to indicate that the 3Dimension Processor is on or powering up.
2. **MAIN POWER SWITCH**  
Disconnects or applies power to the 3Dimension Processor.
3. **POWER INPUT (100 to 240 VAC)**  
Connect the 3Dimension Processor to power here.
4. **HDMI 1 / HDMI 2 / HDMI 3 / HDMI 4 In (Digital)**  
HDCP-compliant digital video inputs for connecting an HDMI or DVI source.
5. **Component / SCART In (3 x RCA connectors)**  
SD/HD input for connecting SDTV, EDTV or HDTV component video sources. Also provides RGB input for SCART RGBS sources.
6. **Video 1 / Video 2 / Video 3 In**  
Standard, composite video inputs for connecting a VCR, camcorder or other composite video source. The Video 1 input also provides composite sync input for SCART RGBS sources.
7. **LEFT / RIGHT Analog Out (5 x BNCs)**  
Two outputs (five BNCs per output) that connect to the HD2 input on the Primary and Secondary DHD Controllers.
8. **LEFT / RIGHT Composite Video Out (RCA connector)**  
Two standard, composite video outputs that connect to the Composite 1 video input on the Primary and Secondary DHD Controllers.
9. **LEFT / RIGHT HDMI Out**  
Two HDCP-compliant digital video outputs that connect to the HDMI 1 input on the Primary and Secondary DHD Controllers. The Left HDMI output also provides a CEC channel for control messages.
10. **HD1 / HD2 In (5 x Analog BNCs)**  
Two inputs (five BNCs per input) for connecting standard-definition (SD = 480i/576i), enhanced-definition (ED = 480p/576p) or high-definition (HD = 720p/1080i/1080p) component video sources, or RGBHV sources such as personal computers.
11. **USB**  
A standard, USB Series "B" connection to a personal computer, for performing software upgrades and other service procedures.



Figure 2-8 shows the D-73d remote control, and the paragraphs that follow describe its functionality.

## 2.5 DHD Controller Remote Control Unit



**Figure 2-8. DHD Controller Remote Control**

1. **IR OUTPUT INDICATOR**  
Lights when a button is pressed to indicate that an IR signal is being transmitted.
2. **LIGHT**  
Press to illuminate the buttons.
3. **ON / OFF**  
Press to turn the DHD Controller and projector on or off.
4. **ENTER**  
Press to select a highlighted menu item or confirm a changed setting.
5. **Cursor Buttons (▲, ◀, ▼, ▶)**  
Use these buttons to select items or settings, adjust settings or switch display patterns.

When no menu is present on-screen, the **UP** and **DOWN** buttons toggle through the available aspect ratios, in this order:

**UP** Button = Native - Virtual Cinema - Cinema - VirtualWide - Letterbox - 4:3 - 16:9

**DOWN** Button = 16:9 - 4:3 - Letterbox - VirtualWide - Cinema - Virtual Cinema - Native



**Note**

*For more information about aspect ratios, refer to Table 4-1.*

Likewise, the **LEFT** and **RIGHT** buttons toggle through the different source inputs, in this order:

**LEFT** Button = HDMI 4 - HDMI 3 - HDMI 2 - HDMI 1 - SCART - HD 2 - HD 1 - Component - Composite 3 - Composite 2 - Composite 1

**RIGHT** Button = Composite 1 - Composite 2 - Composite 3 - Component - HD 1 - HD 2 - SCART - HDMI 1 - HDMI 2 - HDMI 3 - HDMI 4

6. **EXIT**  
Press this button to exit the current menu and return to the previous one.
7. **MENU**  
Press this button to show or hide the OSD controls.
8. **Memory Preset Buttons:**  
  
**ISF NIGHT**  
Press to recall settings for the current input from the “ISF Night” memory preset.  
  
**ISF DAY**  
Press to recall settings for the current input from the “ISF Day” memory preset.  
  
**CUST 1**  
Press to recall settings for the current input from the “Custom 1” memory preset.  
  
**CUST 2**  
Press to recall settings for the current input from the “Custom 2” memory preset.
9. **VID 1 (1) / VID 2 (2) / VID 3 (3)**  
Press to select a composite video input as the source or to enter the numeric character “1,” “2” or “3.”

---

**10. HD 1 (4) / HD 2 (5)**

Press to select a HD (RGBHV or YPbPr component) input or to enter the numeric character "4" or "5."

**11. COMP (Component) (6)**

Press to select the Component video input as the source or to enter the numeric character "6."

**12. HDMI 1 (7) / HDMI 2 (8) / HDMI 3 / HDMI 4 (0)**

Press to select an HDMI input as the source or to enter the numeric character "7," "8" or "0."

**13. SCART (9)**

Press to select the SCART video input as the source or to enter the numeric character "9."

**14. Aspect Ratio Selection Buttons**

Use these buttons to select an aspect ratio directly, as follows:

**NATIVE**

Displays the source signal in its native resolution, centered in the display area.

**16:9**

For viewing 16:9 DVDs or HDTV programs in their native aspect ratio.

**4:3**

Scales the input signal to fit 4:3 display mode in the center of the screen.

**LETBOX (Letterbox)**

For viewing non-anamorphic ("full-screen") DVDs on a 16:9 screen.

**V-WIDE (VirtualWide)**

Enlarges a 4:3 image horizontally in a non-linear fashion to fit 16:9 full screen display.

**CINEMA**

For viewing 2.35:1 source material.

**V-CINE**

Selects the Virtual Cinema aspect ratio, used for viewing 16:9 source material on a 2.35:1 screen.

**Notes:**

# 3. Installation

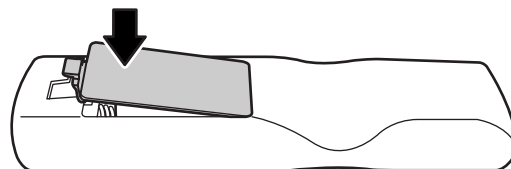
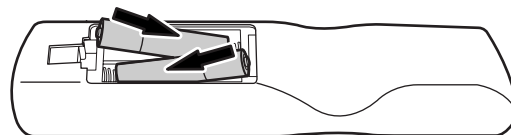
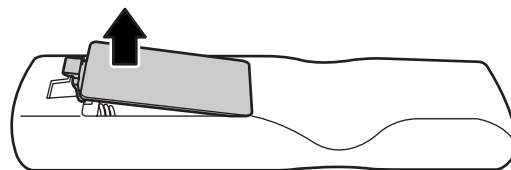


## Note

Installation **must** be performed by a qualified custom video installation specialist.

To install batteries in the remote control:

1. Press down the tab on the cover and pull the cover in the direction of the arrow.
2. Insert the included batteries. Ensure that the polarities correctly match the  $\oplus$  and  $\ominus$  markings inside the battery compartment.
3. Insert the lower tab of the cover into the opening, and press down the cover until it clicks in place.



- Make sure that the battery polarities are correct when installing the batteries.
- Do not mix an old battery with a new one or different types of batteries.
- If you will not use the remote control for a long time, remove the batteries to avoid damage from battery leakage.
- Do not expose batteries to excessive heat such as from sunshine, fire or the like.
- Make sure that there is nothing obstructing the infrared beam between the remote control and the IR receiver on the DHD Controller.
- If the effective range of the remote control decreases, or it stops working, replace the batteries with new ones.
- The remote control may fail to operate if the infrared remote sensor is exposed to bright sunlight or fluorescent lighting.
- Ambient conditions may possibly impede the operation of the remote control. If this happens, point the remote control at the DHD Controller, and repeat the operation.

## 3.1 Remote Control

### ◀ Notes on Batteries

### ◀ Notes on Remote Control Operation

## 3.2 Quick Setup

Table 3-1 gives a quick overview of the D-73d installation process. The sections following this one provide detailed instructions.

**Table 3-1. Installation Overview**

Step	Procedure	For Details, Refer to page...
1	Choose a location for the projector	23
2	Choose and install a 3D-compatible screen	24
3	Install CineWide lens mounting assembly (stationary base plate or AutoScope lens motor – optional)	31
4	Mount the projector	36
5	Mount the Primary DHD Controller, Secondary DHD Controller and 3Dimension Processor	37
6	Connect the Primary and Secondary DHD Controllers to the projector	38
7	Connect the 3Dimension Processor to the Primary and Secondary DHD Controllers	40
8	Connect other external equipment to Primary DHD Controller (optional): <ul style="list-style-type: none"> <li>• Audio processor or secondary display device</li> <li>• Control system interface (RS-232)</li> <li>• 12-volt trigger-activated equipment (retractable screens or screen masking)</li> <li>• External IR repeater</li> <li>• Network hub, router or gateway (Ethernet)</li> </ul>	42
9	Connect signal sources to the 3Dimension Processor	46
10	Connect system components to AC power	50
11	Power up the system and perform optical alignment procedures (refer to Table 3-6)	51
12	<b>Display calibration – Primary DHD Controller:</b> set Adjustment Mode to Primary; adjust the following for each input and display mode (resolution and frame rate); save settings when finished: <ul style="list-style-type: none"> <li>• Aspect ratio</li> <li>• Brightness</li> <li>• Contrast</li> <li>• Color level</li> <li>• Tint</li> <li>• Sharpness</li> <li>• White Balance</li> </ul>	67
13	<b>Display calibration – Secondary DHD Controller:</b> set Adjustment Mode to Secondary; repeat Step 12	67

Proper installation of your projector will ensure the quality of your display. Whether you are installing a projector temporarily or permanently, you should take the following into account to ensure your projector performs optimally.

Choose the installation type that best suits your needs: front or rear screen, floor mount or inverted mount. Table 3-2 compares these various installation methods.

**Table 3-2. Projector Installation Options**

Advantages	Considerations
<b>Front Screen, Floor Mount Installation</b>	
<ul style="list-style-type: none"> <li>• Easy to set up</li> <li>• Can be moved or changed quickly</li> <li>• Easy to access</li> </ul>	<ul style="list-style-type: none"> <li>• Shares floor space with audience</li> </ul>
<b>Front Screen, Inverted Mount (ceiling) Installation</b>	
<ul style="list-style-type: none"> <li>• Does not take up audience space</li> <li>• Projector is unobtrusive</li> <li>• Projector cannot be accidentally moved</li> </ul>	<ul style="list-style-type: none"> <li>• Installation is more permanent</li> <li>• Projector access is more difficult</li> </ul>
<b>Rear Screen, Floor Mount with Zero or Two Mirrors (Note)</b>	
<ul style="list-style-type: none"> <li>• Projector is completely hidden</li> <li>• Projector is easily accessed</li> <li>• Usually good ambient light rejection</li> </ul>	<ul style="list-style-type: none"> <li>• Requires separate room</li> <li>• Installation cost is usually higher</li> <li>• Left and right polarizers must be removed and switched (refer to <b>Switching, Cleaning or Replacing the Polarizers</b> on page 97)</li> </ul>
<b>Rear Screen, Inverted Mount (ceiling) Installation</b>	
<ul style="list-style-type: none"> <li>• Projector is completely hidden</li> <li>• Usually good ambient light rejection</li> </ul>	<ul style="list-style-type: none"> <li>• Requires separate room</li> <li>• Installation cost is usually higher</li> </ul>
<b>Rear Screen, Floor Mount with One Mirror (Note)</b>	
<ul style="list-style-type: none"> <li>• Projector is completely hidden</li> <li>• Usually good ambient light rejection</li> <li>• Requires less space behind screen than other rear-screen installations</li> </ul>	<ul style="list-style-type: none"> <li>• Requires separate room</li> <li>• Installation cost is usually higher</li> </ul>
<p><b>Note:</b> You must remove and switch the left and right polarizers for a rear-projection installation with <b>zero</b> or <b>two</b> mirrors, for proper 3D imaging. In a rear-projection installation with <b>one</b> mirror, the polarizers should remain in their factory-installed positions. For more about rear-projection installation requirements, refer to <b>Folded Optics</b> on page 28.</p>	

### 3.3 Installation Considerations

#### ◀ Installation Type

**Choosing A Screen** ➤ Runco 3Dimension Series projectors produce exceptional 3D and 2D content. Because it is estimated that 2D content still comprises more than 90 percent of the material viewed in home theaters and private cinemas, the projection screen is a significant factor and must accommodate both 2D and 3D viewing.

3D projection screens use a special silver material that retains the polarization properties of the light as it hits the screen and directs the light to the correct eye, producing a 3D image with no cross-talk or “ghosting.” Conventional white or gray screens that work just fine for 2D won’t work at all for 3D.

Runco has rated home theater screens on their ability to produce 2D and 3D content on a scale it calls PISCES™ (Polarized Image Sequence Conservation and Enhancement Standard). Specifications and testing criteria include:

- Polarization preservation (also referred to as “extinction ratio”);
- Image quality;
- Viewing angle; and
- Brightness for home theater for both 2D and 3D content on the same screen.

Runco makes its PISCES™ rated screen list available to authorized Runco dealers so they can support specifying the best screen for every home theater application.

**Ambient Light** ➤ In general, minimize or eliminate light sources directed at the screen. Contrast ratio in your images will be noticeably reduced if light directly strikes the screen, such as when a shaft of light from a window or floodlight falls on the image. Images may then appear washed out and less vibrant.

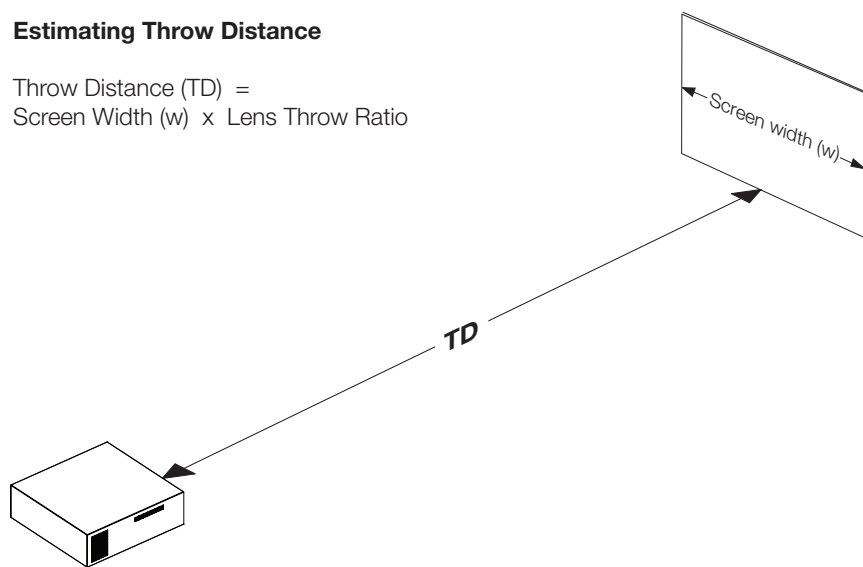
**Throw Distance** ➤ Throw distance is the distance measured from the front of the projector to the screen. This is an important calculation in any projector installation as it determines whether or not you have enough room to install your projector with a desired screen size and if your image will be the right size for your screen.

You can quickly estimate the throw distance by taking the width of the screen and multiplying it by the lens throw ratio; see Figure 3-1. The result of this calculation tells you roughly how far back the projector should be positioned from the screen in order to project a focused image large enough to fill the screen.



### Estimating Throw Distance

Throw Distance (TD) =  
Screen Width (w) x Lens Throw Ratio



**Figure 3-1. Estimating Throw Distance**

Table 3-3 lists the available lens options for the D-73d and their associated throw ratios.

**Table 3-3. D-73d Lens Options and Throw Ratios (Note)**

Projector Model	Throw Ratio with Primary Lens Only	Throw Range in inches, with 72.6x40.8-inch (1.78:1) Screen		Throw Ratio with Primary Lens and Anamorphic Lens	Throw Range in inches, with 96x40.8-inch (2.35:1) Screen	
		Minimum	Maximum		Minimum	Maximum
Standard D-73d	1.94 – 2.40	140.84	174.24	(n/a)	(n/a)	
D-73d/ CineWide (Whitney Lens)	(n/a)	(n/a)		1.94 – 2.40	186.24	230.40
D-73d/ CineWide (Shasta Lens)	1.94 – 2.40	140.84	174.24	1.46 – 1.80	139.68	172.80
Standard D-73d with Short-Throw Primary Lens	1.64 - 1.86	119.06	135.04	(n/a)	(n/a)	
D-73d/ CineWide, Short-Throw Pri. Lens + Shasta Lens	1.64 - 1.86	119.06	135.04	1.23 - 1.40	118.08	133.92

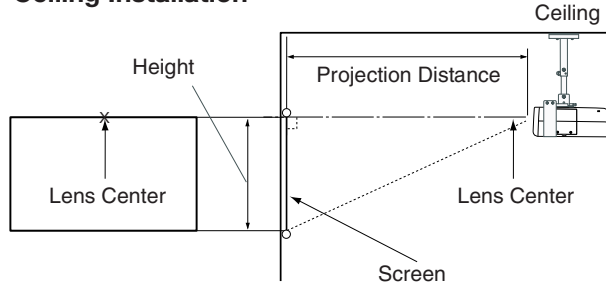
**Note:** Due to normal manufacturing variances, throw distance can vary by up to +/- 5 percent from these specifications.

**Vertical and Horizontal Position**

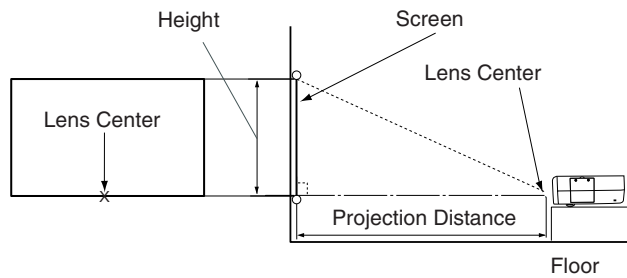
Proper placement of the projector relative to the screen will yield a rectangular, perfectly-centered image that completely fills the screen.

Ideally, the projector should be positioned perpendicular to the screen and in such a way that the lens center is aligned with either the top or bottom edge of the screen area, and centered horizontally. See Figure 3-2.

**Ceiling Installation**



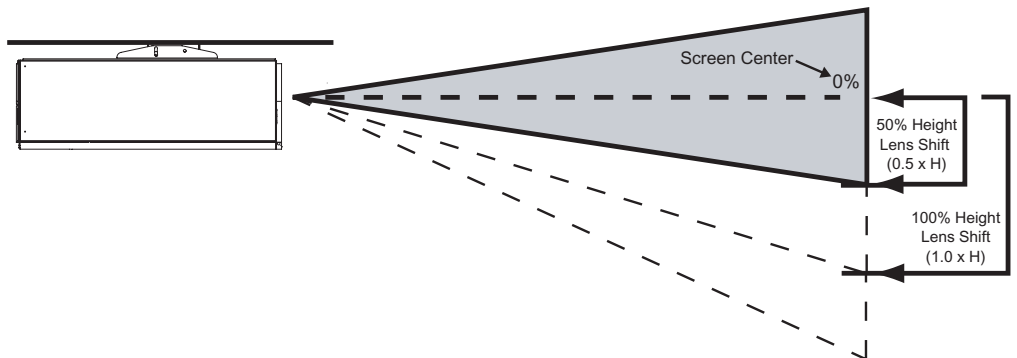
**Floor Installation**



**Figure 3-2. Projector Placement**

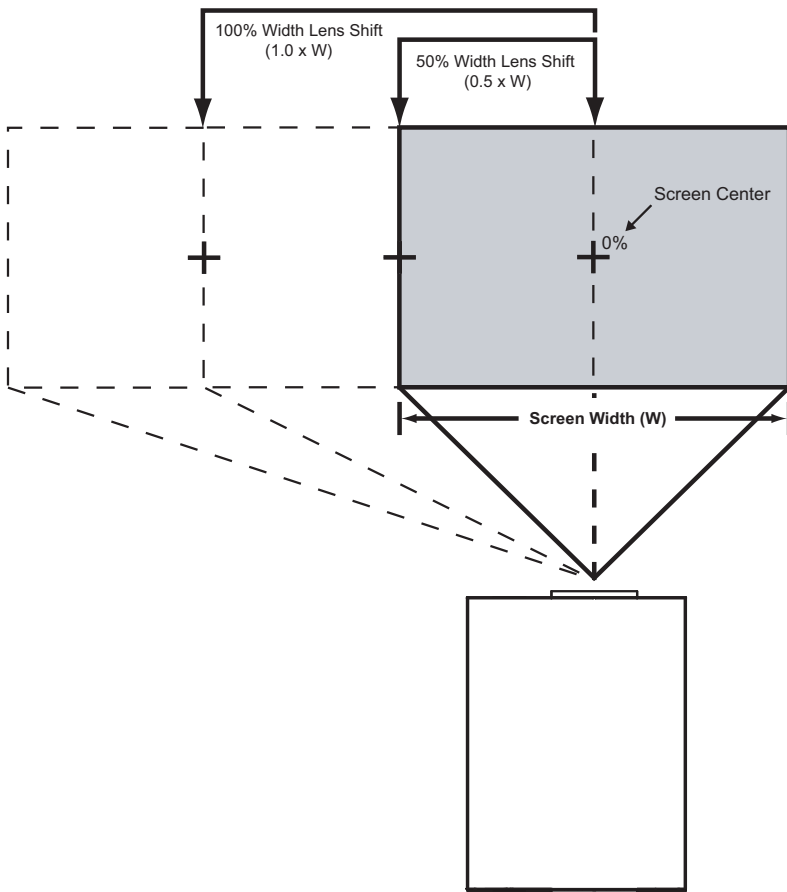
**Vertical and Horizontal Lens Shift**

You can use the lens shift controls to center the image on the screen. Lens shift is generally expressed as a percentage of the screen height or width, as shown in Figure 3-3 and Figure 3-4.



**Note:** This is a general example of lens shift. Lenses vary in their shift capabilities. **No particular lens or projector is used in this example.**

**Figure 3-3. Vertical Lens Shift (EXAMPLE ONLY)**



**Note:** This is a general example of lens shift. Lenses vary in their shift capabilities. **No particular lens or projector is used in this example.**

**Figure 3-4. Horizontal Lens Shift (EXAMPLE ONLY)**

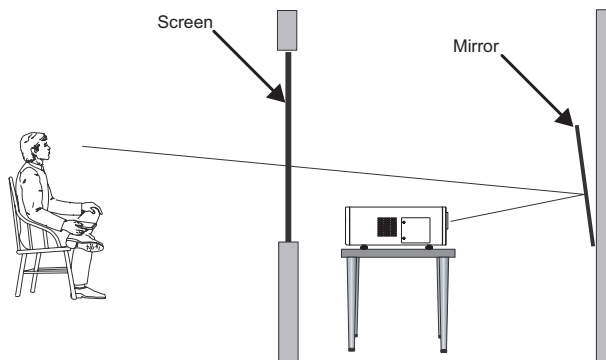
Table 3-4 lists the usable lens shift ranges for each available D-73d lens, as percentages and absolute measurements with a 96 x 54 inch (1.78:1) screen.

**Table 3-4. Vertical and Horizontal Lens Shift Ranges**

		Lens Configuration	
		Standard or Short-Throw Primary, with or without Shasta Anamorphic Lens	Standard Primary, with Whitney Anamorphic Lens
<b>Lens Shift Limits, as Percentages of Screen Height or Width (Note 1)</b>			
Vertical (Note 2)	Up	25%	(none)
	Down	60%	50% - 60%
Horizontal	Left	12.5%	(none)
	Right	12.5%	(none)
<b>Lens Shift Limits in Inches, with a 96-by-54 inch (1.78:1) Screen</b>			
Vertical	Up	13.50	(none)
	Down	32.40	27.00 - 32.40
Horizontal	Left	12.00	(none)
	Right	12.00	(none)
<b>Notes:</b>			
1. Vertical shift limits are percentages of the screen height. Horizontal shift limits are percentages of the screen width.			
2. <b>Vertical lens shift figures are for ceiling mount configurations.</b> For floor installations (where the projector is upright), reverse the up/down vertical lens shift percentages.			

**Folded Optics** ➤

In rear screen applications where space behind the projector is limited, one or mirrors may be used to fold the optical path, as shown in Figure 3-5. The position of the projector and mirror(s) must be accurately set.



**Figure 3-5. Folded Optics**

**Tip**

For best performance, always use “first-surface” mirrors in your rear-projection installation (as opposed to conventional, “second-surface” mirrors with the reflective surface behind a transparent substrate such as glass or acrylic).

First-surface mirrors provide a strict reflection without the “ghosting” effect seen with a second surface mirror, where a faint secondary reflection could be observed coming from the front surface of the glass.

**This is especially critical for 3D viewing;** with a conventional second-surface mirror, the resulting image quality may be unacceptable.

Due to its extraordinarily high level of video processing performance, the DHD Controller may distribute video signals with a perceptible level of audio latency. In order to easily solve this issue, Runco recommends using the DHD Controller with a high-quality audio receiver that has the ability to effectively synchronize audio and video signals.

Most mainstream audio receiver/switchers have the ability to synchronize the audio and video to the Advanced Television Systems Committee (ATSC) prescribed tolerances. According to the ATSC, the sound program should never lead the video program by more than 15 milliseconds, and should never lag behind the video program by more than 45 milliseconds.

In addition, many video displays and A/V receivers introduce additional latency that needs to be compensated for during the installation.

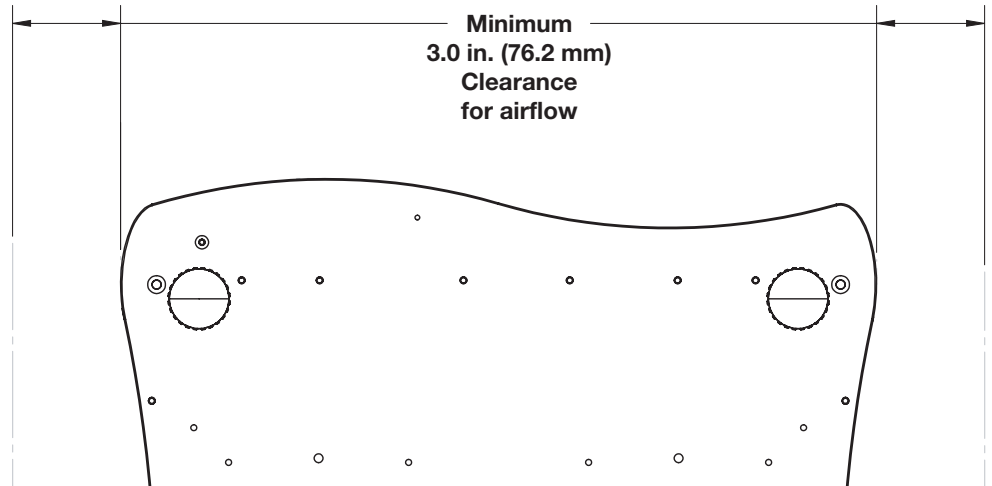
Table 3-5 shows the amount of possible audio latency given different signal input timings.

**Table 3-5. Possible Audio Latency for Various Input Timings**

Input Timing	Possible Audio Latency (milliseconds)
480i	133
480p	83
576i	160
576p	100
720p/50	100
720p/60	83
1080i/25	160
1080i/30	133
1080p/24	125
1080p/50	80
1080p/60	67

## ◀ Audio/Video Synchronization Issues

- Ventilation** ➤ If you are mounting the D-73d in an enclosure, leave at least 3 inches (76.2 mm) of space on the left and right sides between it and surrounding objects, as shown in Figure 3-6. This allows heat to disperse, maintaining the proper operating temperature.



**Figure 3-6. Ventilation Requirements for Enclosure Mounting**

- Other Considerations** ➤ Other considerations and tips that can help improve your installation:
- Keep the ambient temperature constant and below 35°C (95°F). Keep the projector away from heating and/or air conditioning vents. Changes in temperature may cause drifts in the projector circuitry, which may affect performance.
  - Keep the projector away from devices that radiate electromagnetic energy such as motors and transformers. Common sources of these include slide projectors, speakers, power amplifiers and elevators.

If you are installing a standard D-73d (without an anamorphic lens), skip this step and proceed with **Mounting the D-73d** (page 36).

If you are installing a D-73d/CineWide, proceed with **Installing the Fixed CineWide Base Plate (D-73d/CineWide)** (page 34).

If you are installing a D-73d/CineWide with AutoScope, proceed as follows to install the AutoScope lens motor.

**Note**

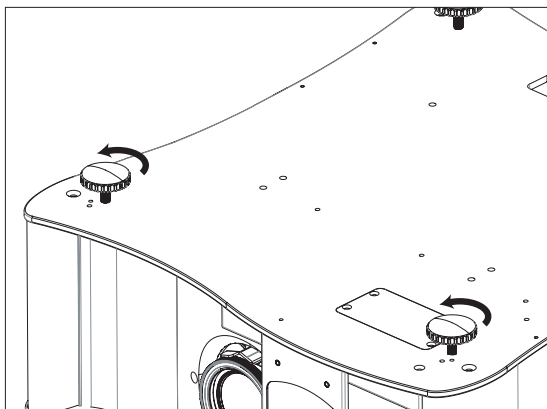
1. Do not install the CineWide lenses yet, only the fixed CineWide base plate or AutoScope lens motor. You will install the CineWide lenses after you install the projector and adjust the primary lenses.

2. Some components shipped with your projector may differ slightly from what is shown in these instructions.

**Note**

Your D-73d/CineWide with AutoScope may have shipped with the AutoScope lens motor pre-installed. If so, proceed with **Connecting the AutoScope Lens Motor to the Projector** (page 33).

**Remove Projector Feet:** Place the projector upside down on a blanket or other soft surface. Loosen and remove the two front feet on the projector.

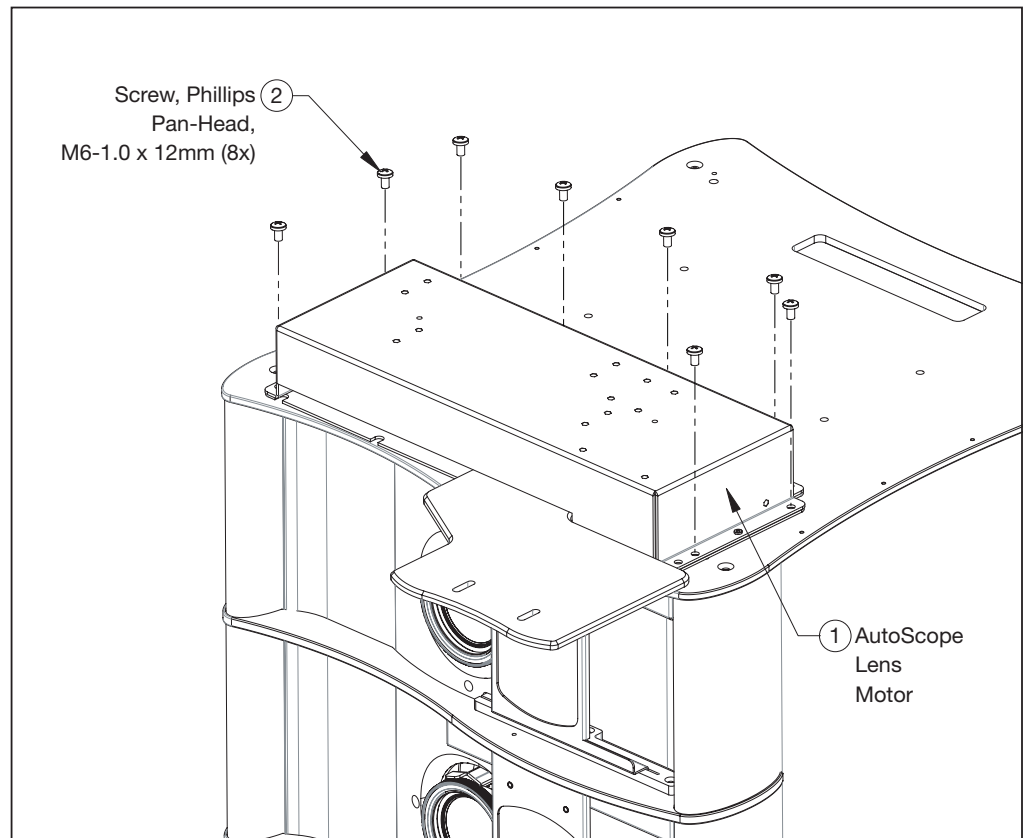


### 3.4 Installing the Optional Anamorphic Lens Mount

#### ◀ Installing the CineWide/AutoScope Lens Motor (D-73d/CineWide with AutoScope)

### Installing the Lens Motor:

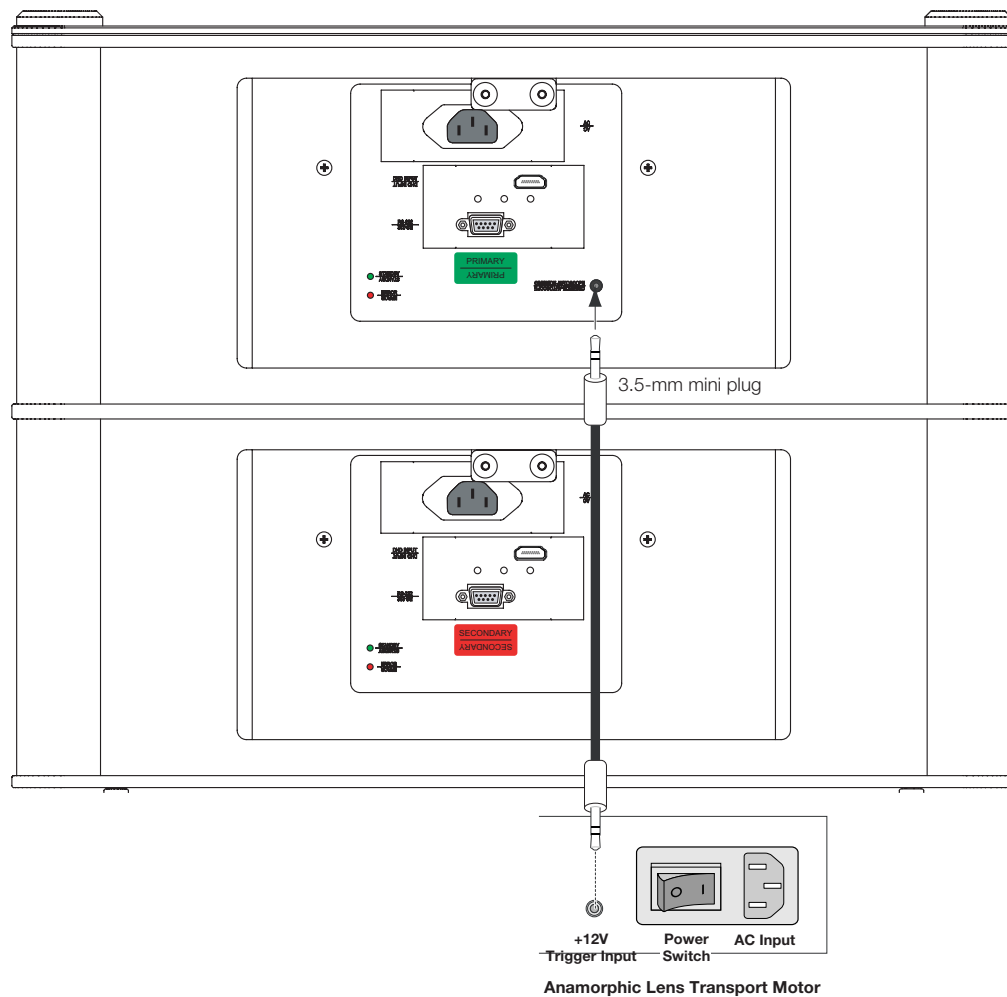
1. Position the AutoScope lens motor as shown in Figure 3-7.
2. Line up the mounting holes on the lens motor housing with those on the underside of the projector.
3. Secure the motor to the projector with the eight (8) supplied M6 x 12mm Pan-Head Phillips screws.



**Figure 3-7. AutoScope Lens Motor Installation**



**Connecting the AutoScope Lens Motor to the Projector:** Connect the AutoScope lens transport motor to the 12-volt trigger output on the projector (labeled **CINEWIDE/AUTOSCOPE**), as shown in Figure 3-8.

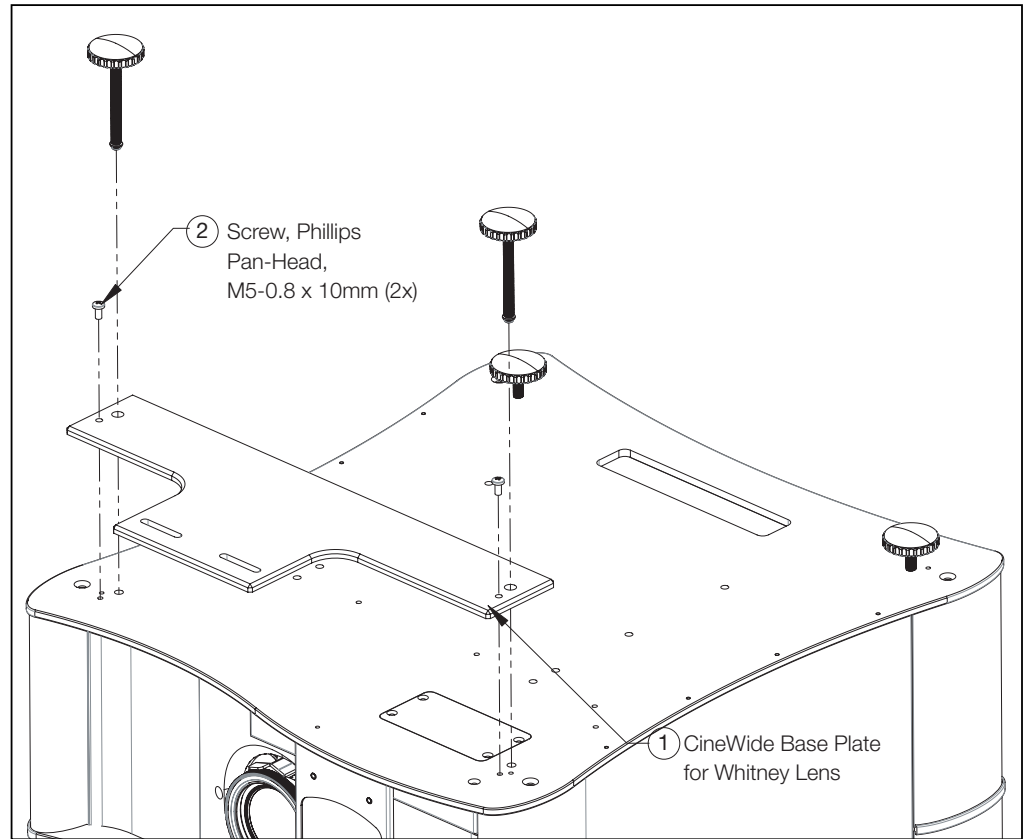


**Figure 3-8. Connecting the AutoScope Lens Motor to the Projector**

After you have installed the AutoScope lens motor, proceed with **Mounting the D-73d** (page 36).

**Installing the Fixed  
CineWide Base Plate  
(D-73d/CineWide)**

**D-73d/CineWide with Whitney Anamorphic Lens:** Figure 3-9 shows the Whitney anamorphic lens base plate assembly for a D-73d/CineWide.



**Figure 3-9. D-73d/CineWide with Whitney Anamorphic Lens Base Plate - Exploded View**

To install the Whitney anamorphic lens base plate on a D-73d/CineWide:

1. Place the projector upside down on a blanket or other soft, flat surface.
2. Remove the two front feet from the projector.
3. Place the CineWide base plate on the bottom of the projector as shown.
4. Secure the base plate to the projector with the four (4) supplied, M5 x 0.8 x 10mm Phillips screws.

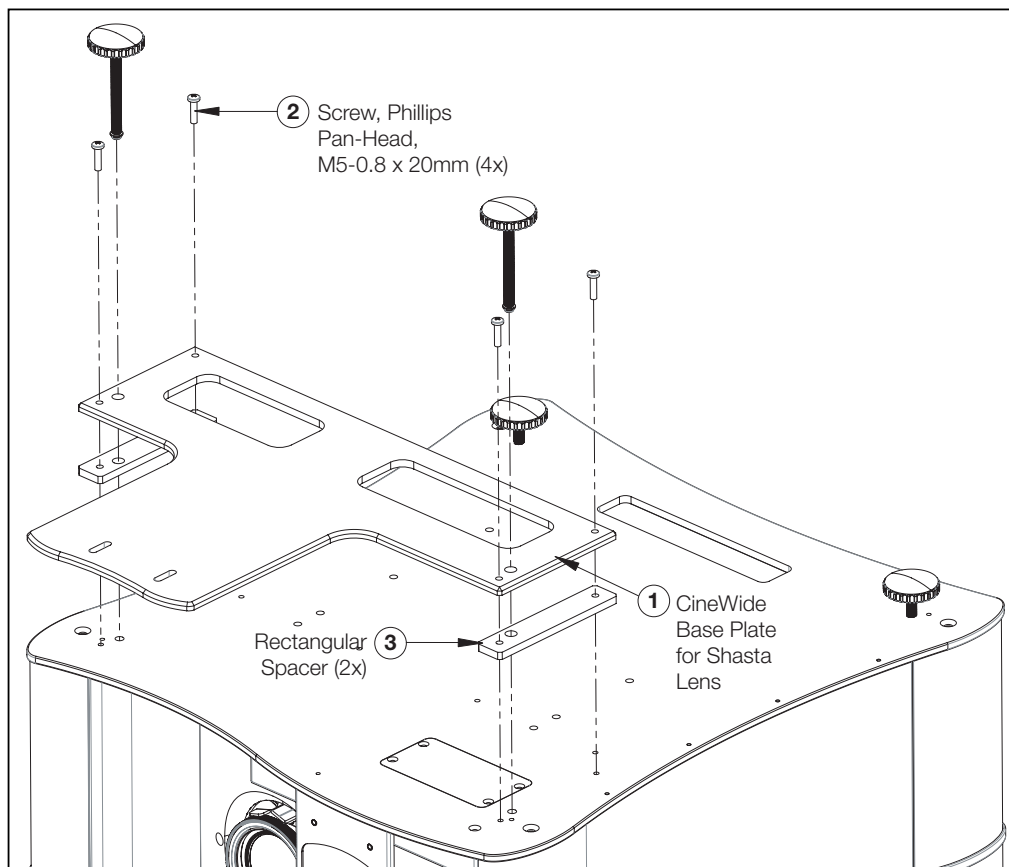


**Caution**

*DO NOT OVER-TIGHTEN THE SCREWS.*

5. Re-attach the front feet to the projector.

**D-73d/CineWide with Shasta Anamorphic Lens:** Figure 3-10 shows the Shasta anamorphic lens base plate assembly for a D-73d/CineWide.



**Figure 3-10. D-73d/CineWide with Shasta Anamorphic Lens Base Plate - Exploded View**

To install the Shasta anamorphic lens base plate on a D-73d/CineWide:

1. Place the projector upside down on a blanket or other soft, flat surface.
2. Remove the two front feet from the projector.
3. Place the two rectangular spacers on the bottom of the projector as shown.
4. Place the CineWide base plate on top of the spacers.
5. Secure the base plate to the projector with the four (4) supplied, M5 x 0.8 x 20mm Phillips screws.



**Caution**

*DO NOT OVER-TIGHTEN THE SCREWS.*

6. Re-attach the front feet to the projector.

### 3.5 Mounting the D-73d

There are several methods for mounting the projector. Depending on your chosen installation, one method may be more suitable than another.

**Floor Mounting (Upright)** ➤ In typical front and rear screen installations, the projector can be mounted to a secure and level surface such as a table or cart. Carts are useful when moving a projector during a presentation or from site to site. If possible, lock the wheels when it's in position to prevent it from being moved during a presentation.

**Ceiling Mounting (Inverted)** ➤ For fixed installations, and for those that want the projector out of sight or have a limited space for projector and audience, you can invert the D-73d and suspend it from the ceiling using a specially-designed ceiling mount fixture.



**Note**

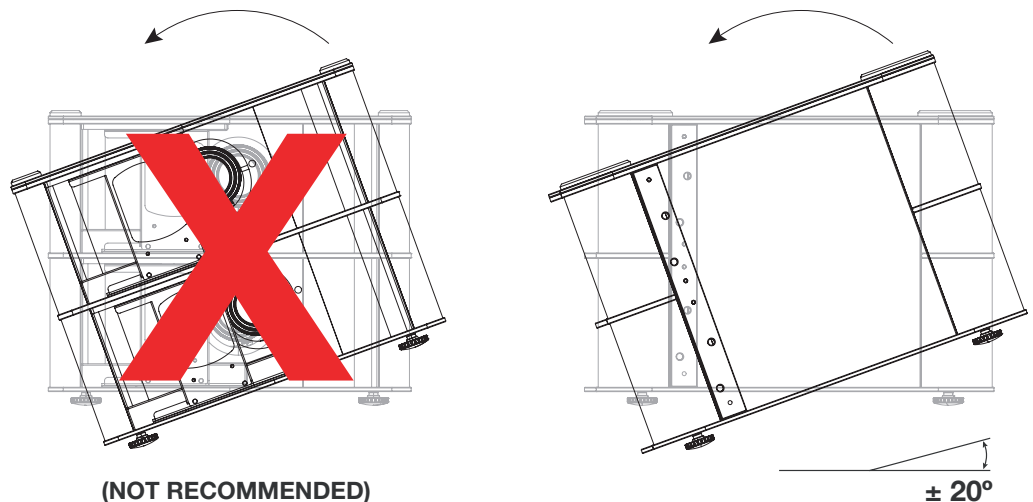
*Use only the Runco-approved ceiling mount kit designed for your projector.*

Install the ceiling mount kit according to the instructions provided with the kit.

**Installing the Projector in an Enclosure** ➤ The projector can also be inverted and placed in an enclosure above and behind the viewing area. Install four feet on the inside bottom surface of the enclosure on which the projector can rest. A variety of materials can be used for this purpose (for example, rubber crutch tips or turntable feet).

**Adjusting the Projection Angle** ➤ If the D-73d is ceiling-mounted and the screen is significantly lower than the projector, you can tilt the projector at a slight angle by adjusting the ceiling mount. If you do this, you may need to use the mechanical lens shift and/or OSD image alignment controls, to compensate. For detailed instructions, refer to **Power-Up Sequence and Optical Alignment Procedure** on page 51.

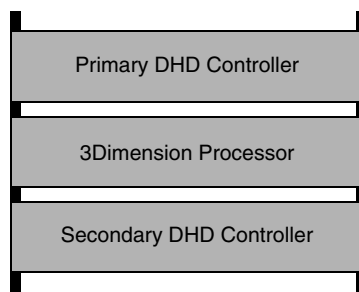
The projector can be tilted front-to-back up to 20 degrees and mounted without it affecting performance. However, to ensure proper operation when displaying 3D content, avoid mounting the projector at a side-to-side angle; see Figure 3-11.



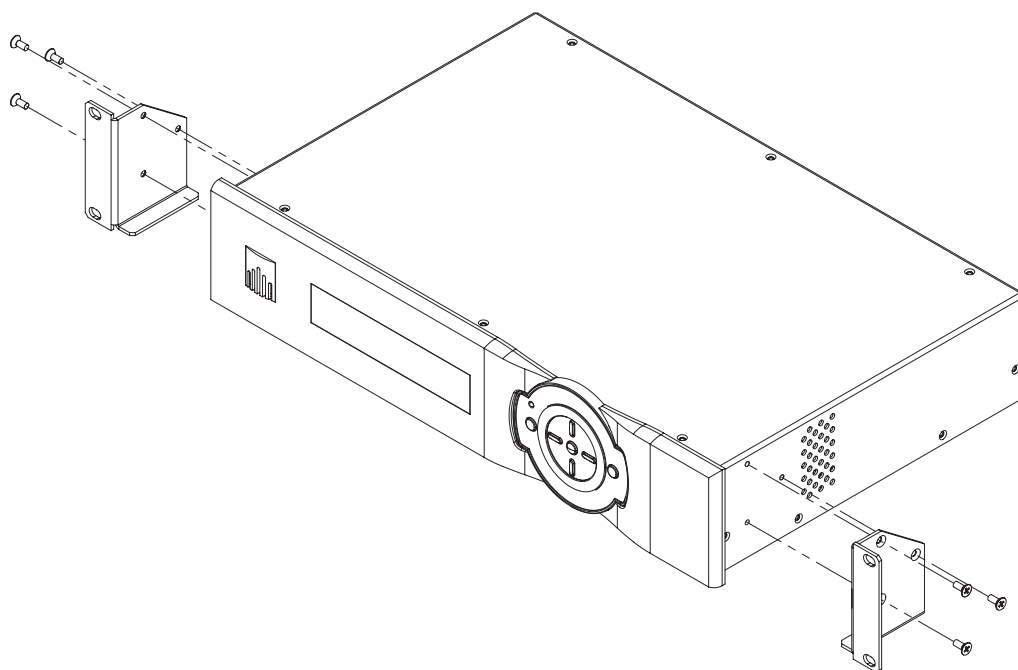
**Figure 3-11. Mounting Angle Ranges (Side-to-Side and Front-to-Back)**

The DHD Controller units and 3Dimension Processor can be placed on any flat, stable surface such as a shelf or table, or they can be rack-mounted using the supplied mounting hardware. Place these components in a location that provides easy access to the power connectors.

The DHD Controller units and 3Dimension Processor each require 2U (3.5 inches) or more of vertical rack space (at least 10.5 inches total). To minimize cable clutter, Runco recommends that you install the 3Dimension Processor between the Primary and Secondary DHD Controllers in the rack.



To mount the DHD Controllers and 3Dimension Processor in a standard, 19-inch equipment rack, install the mounting ears on either side of the chassis using the supplied screws; see Figure 3-12. Then, secure the mounting ears to the rack.



**Figure 3-12. Attaching the Rack Mounting Hardware**

### 3.7 System Interconnections

#### Connecting the Primary and Secondary DHD Controllers to the D-73d Projector

Proceed as follows to connect the D-73d system components to each other and to AC power.

When connecting your equipment:

- Turn off all equipment before making any connections.
- Use the correct signal cables for each source.
- For best performance and to minimize cable clutter, use high-quality cables that are only as long as necessary to connect two devices. (Don't use a 20-foot cable when a 6-foot cable will suffice.)
- Ensure that the cables are securely connected. Tighten the thumbscrews on connectors that have them.

**Digital Video Connection:** Connect the **HDMI Out (To Display)** connector on the Primary DHD Controller to HDMI input on the “left eye” (top) optical engine on the D-73d projector. Similarly connect the **HDMI Out (To Display)** connector on the Secondary DHD Controller to HDMI input on the “right eye” (bottom) optical engine on the D-73d projector.

**RS-232 Connection:** Connect the **Display Control** output from the Primary DHD Controller to the RS-232 input on the “left eye” (top) optical engine on the D-73d projector.

Similarly connect the **Display Control** output from the Secondary DHD Controller to the RS-232 input on the “right eye” (bottom) optical engine on the D-73d projector.

Use the provided modular telephone cables with RJ11 plugs at both ends for the RS-232 connections. These cables have color-coded labels at each end to facilitate these connections. On the D-73d end, use the provided RJ11-to-DB9 adapters. These adapters are wired as shown in Figure 3-13.

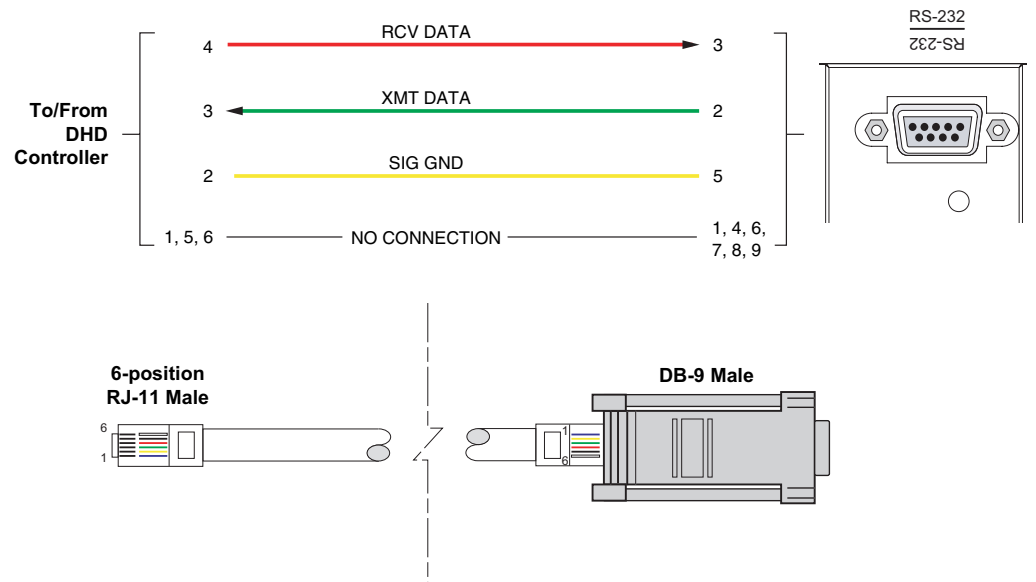
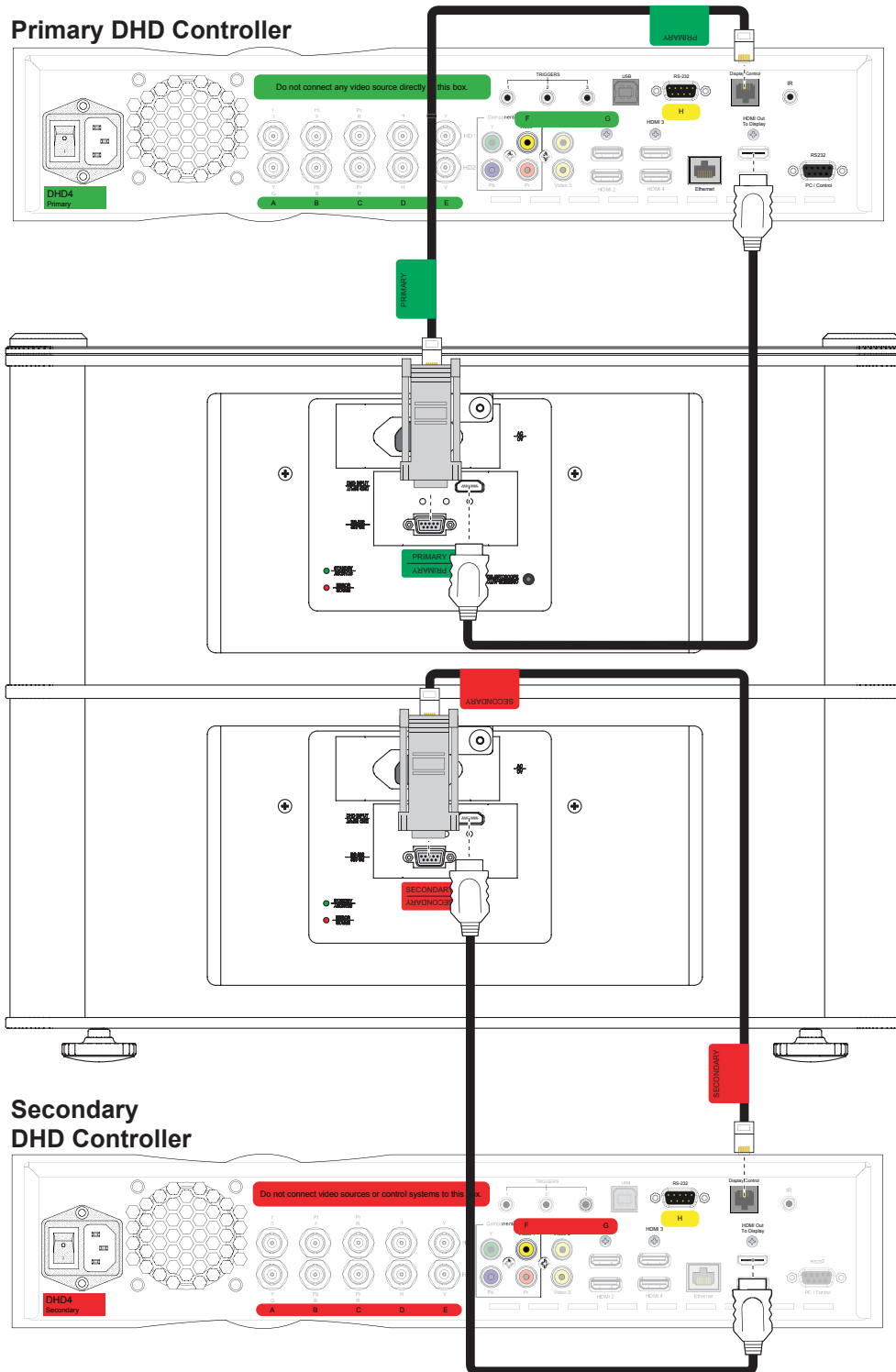


Figure 3-13. RS-232 Connection from the DHD Controller to the D-73d

Figure 3-14 shows how to connect the Primary and Secondary DHD Controllers to the projector.



**Figure 3-14. Connecting the Primary and Secondary DHD Controllers to the Projector**

**Connecting the Primary and Secondary DHD Controllers to Each Other and to the 3Dimension Processor**

Figure 3-15 shows the connections between the 3Dimension Processor and Primary and Secondary DHD Controllers.

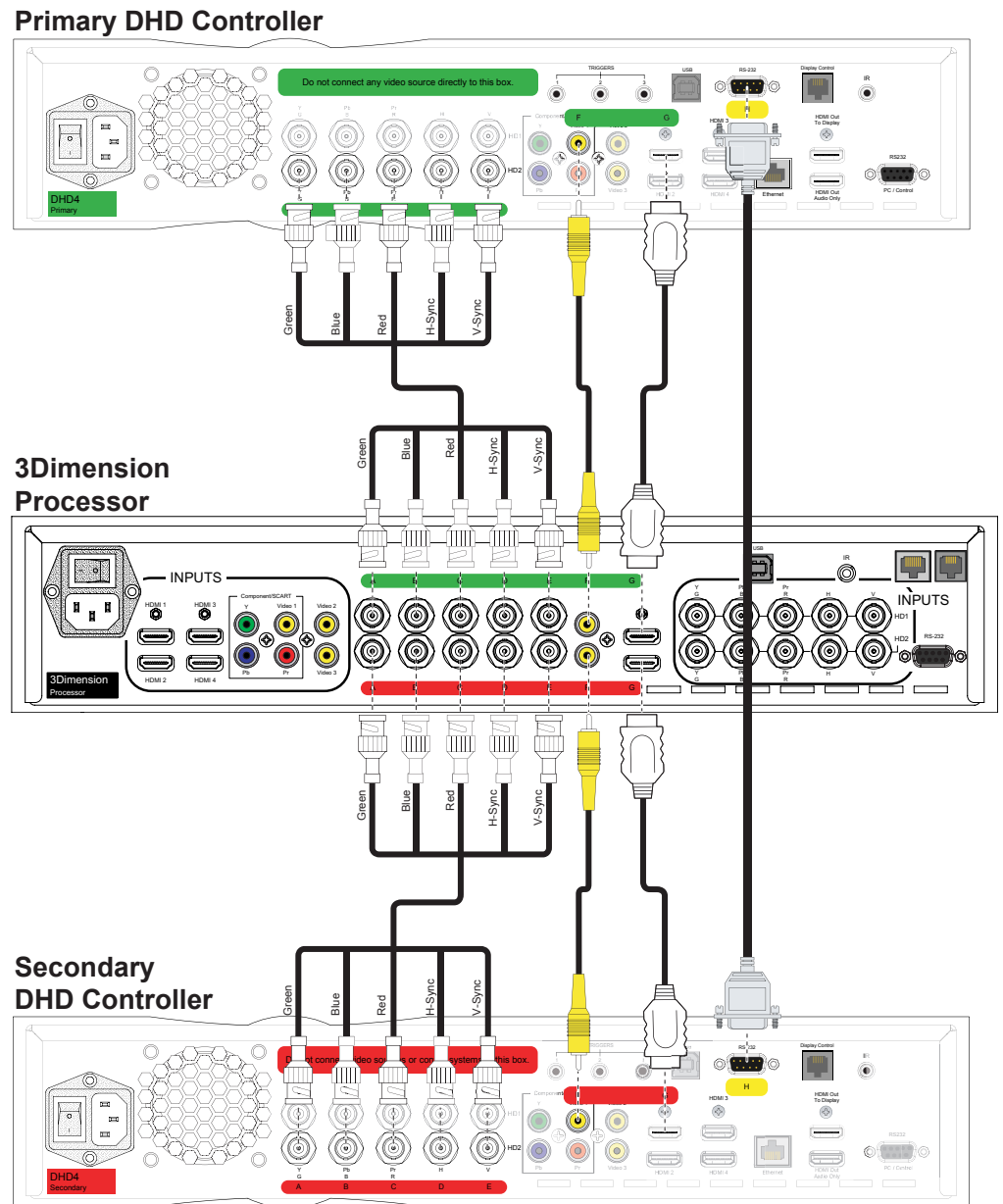


Figure 3-15. DHD Controller/3Dimension Processor Interconnection Diagram



To make these connections easier, the rear-panel connectors on the 3Dimension Processor and DHD Controllers are identified and color-coded as follows:

Identifier	Color/Function
<b>A, B, C, D, E</b>	Green - Analog (HD) video from 3Dimension Processor to Primary DHD Controller
	Red - Analog (HD) video from 3Dimension Processor to Secondary DHD Controller
<b>F</b>	Green - Analog (SD) video from 3Dimension Processor to Primary DHD Controller
	Red - Analog (SD) video from 3Dimension Processor to Secondary DHD Controller
<b>G</b>	Green - Digital (HDMI) video and CEC messages from 3Dimension Processor to Primary DHD Controller
	Red - Digital (HDMI) video from 3Dimension Processor to Secondary DHD Controller
<b>H</b>	Yellow - RS-232 serial communication between Primary and Secondary DHD Controllers

**Digital Video Connection (G):** Connect the HDMI 1 input on the Primary DHD Controller to the Left HDMI output on the 3Dimension Processor. Similarly connect the HDMI 1 input on the Secondary DHD Controller to the Right HDMI output on the 3Dimension Processor.

**Analog (HD) Video Connection (A through E):** Connect the HD 2 input on the Primary DHD Controller to the Left HD video output on the 3Dimension Processor. Similarly connect the HD 2 input on the Secondary DHD Controller to the Right HD video output on the 3Dimension Processor.

**Analog (SD) Video Connection (F):** Connect the Composite 1 input on the Primary DHD Controller to the Left Composite video output on the 3Dimension Processor. Similarly connect the Composite 1 input on the Secondary DHD Controller to the Right Composite video output on the 3Dimension Processor.

**RS-232 Connection (H):** Connect the **RS-232 (To Accessory Box)** connectors on the Primary and Secondary DHD Controllers to each other, using the provided “null-modem” (cross-over) cable.

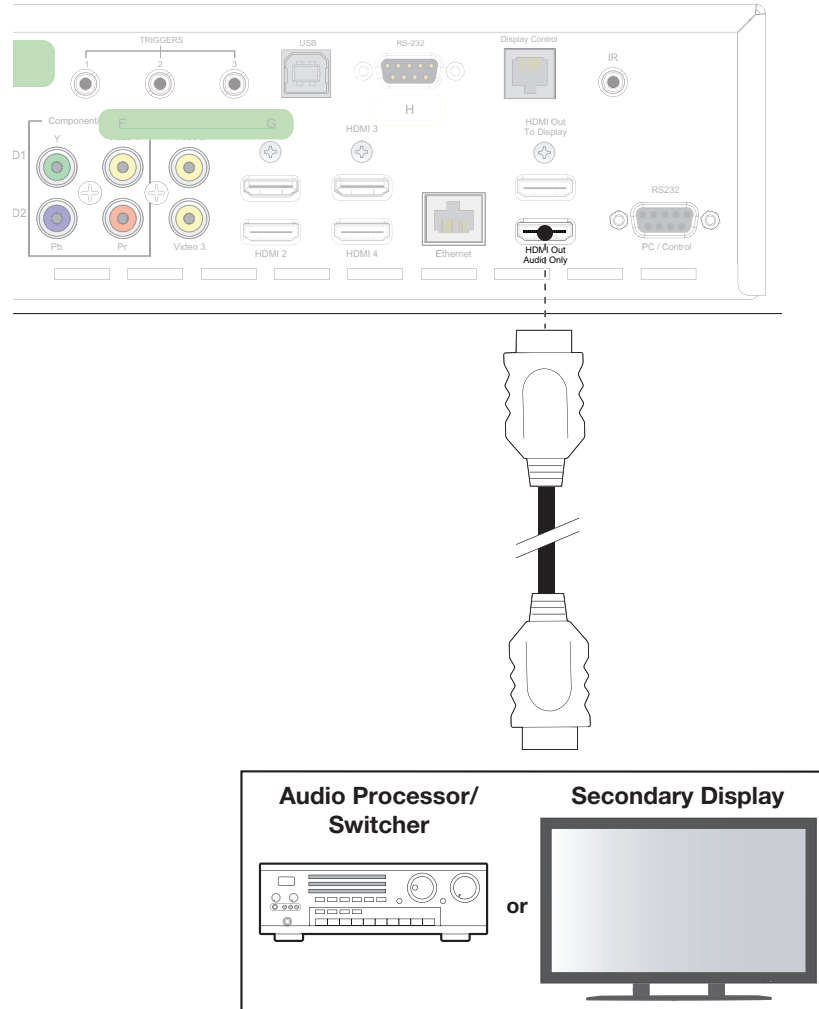
**Connecting an Audio Processor or Secondary Display Device to the Primary DHD Controller (Optional)**

The Primary DHD Controller provides a second HDMI output (labeled **HDMI Out (Audio Only)**) for connection to an audio receiver/switching system or secondary display device for monitoring purposes. See Figure 3-16.



**Note**

*The DHD Controller does not transmit HDMI CEC control messages from the “HDMI Audio Out” connector. For more information about CEC, refer to **Using HDMI CEC Messages** on page 112.*



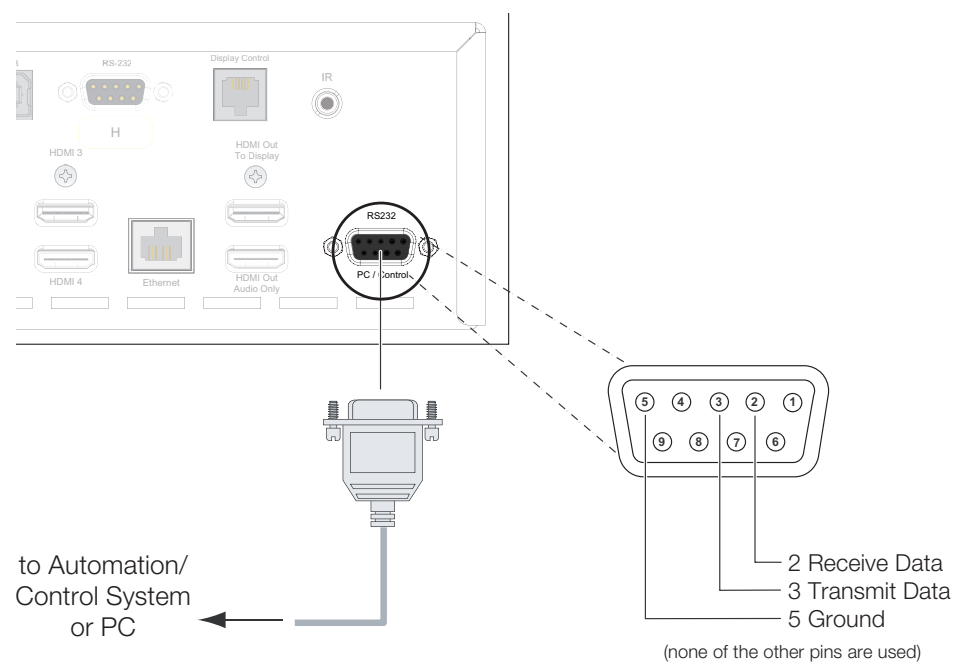
**Figure 3-16. Audio Processor Connection to Primary DHD Controller**

The Primary DHD Controller provides the following interfaces to external equipment that allow it to control or be controlled by that equipment:

- An RS-232 interface to a PC or control/automation system;
- Three (3), 12-volt trigger outputs;
- An infrared (IR) repeater input;
- An Ethernet network interface for firmware updates and maintenance notifications.

The following sections describe how to make these interface connections. For more information about using these connections, refer to **Network** on page 88 and **External Control** on page 103.

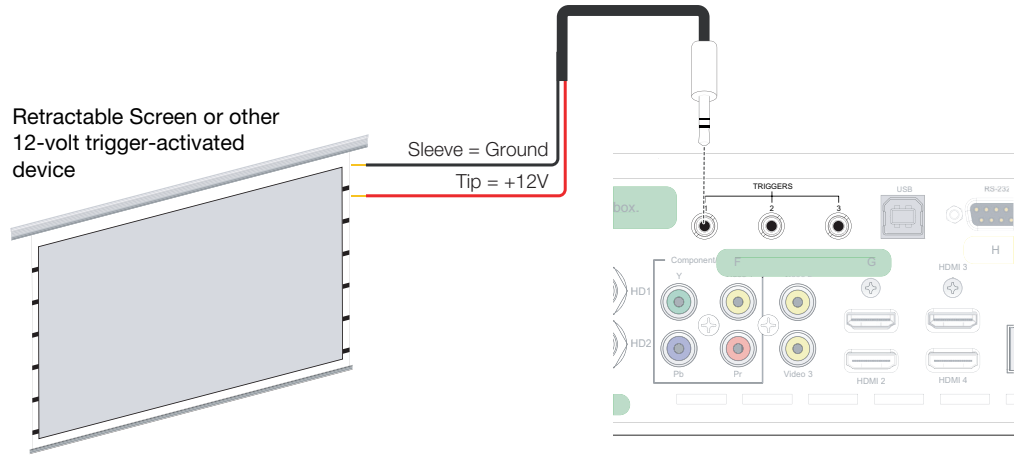
**RS-232 Controller Connection:** Use a straight-through, 9-pin RS-232 cable to connect a PC or control/automation system (if present) to the RS-232 port on the Primary DHD Controller; see Figure 3-17.



◀ **Additional Connections to the Primary DHD Controller (Optional)**

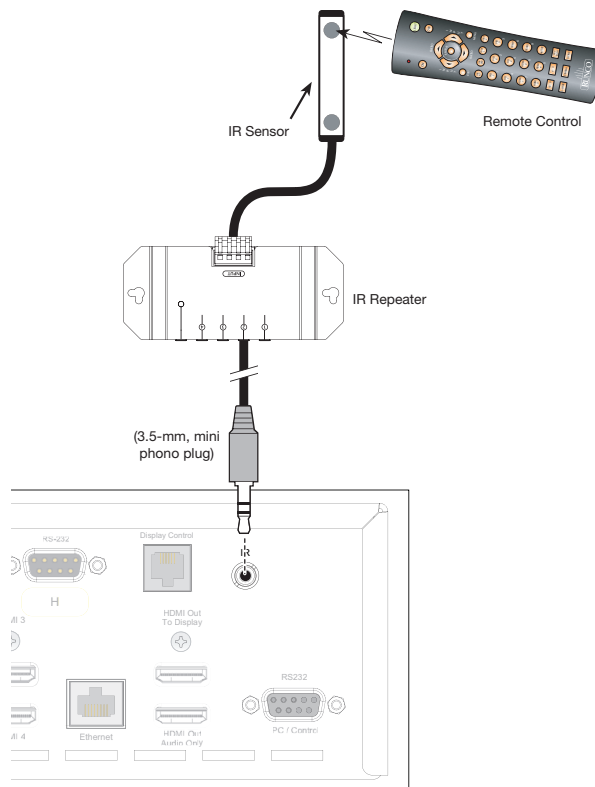
**Figure 3-17. RS-232 Control System Connection to Primary DHD Controller**

**Connecting 12-volt Trigger Outputs to External Equipment:** Connect any 12-volt trigger-activated equipment (such as retractable screens or screen masks) to the 12-volt trigger outputs on the Primary DHD Controller; see Figure 3-18.



**Figure 3-18. Connecting 12-volt Trigger Outputs**

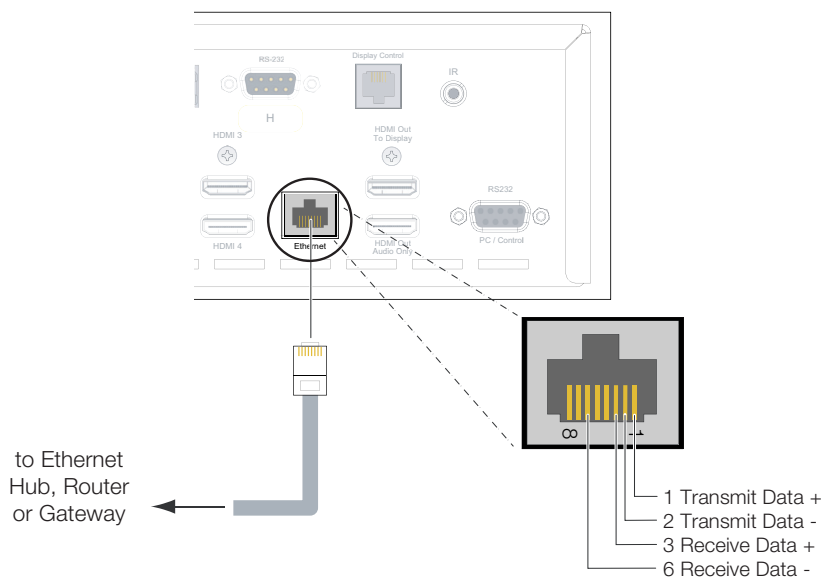
**Connecting an External IR Receiver to the Primary DHD Controller:** If infrared signals from the remote control cannot reach the Primary DHD Controller due to excessive distance or obstructions such as walls or cabinet doors, you can connect an external IR receiver to extend the range of the remote control. See Figure 3-19.



**Figure 3-19. External IR Receiver Connection**

**Ethernet Network Connection:** Use a standard, Category 5 network cable with an RJ-45 plug to connect a network hub, router or gateway to the Ethernet port on the Primary DHD Controller; see Figure 3-20.

For more information about configuring and using this connection, refer to **Network** on page 88.



**Figure 3-20. Ethernet Network Connection to Primary DHD Controller**

**Connecting Source Components to the 3Dimension Processor**

Connect your video sources to the 3Dimension Processor as shown and described in the sections that follow.

**HDMI Source Connections:** See Figure 3-21.



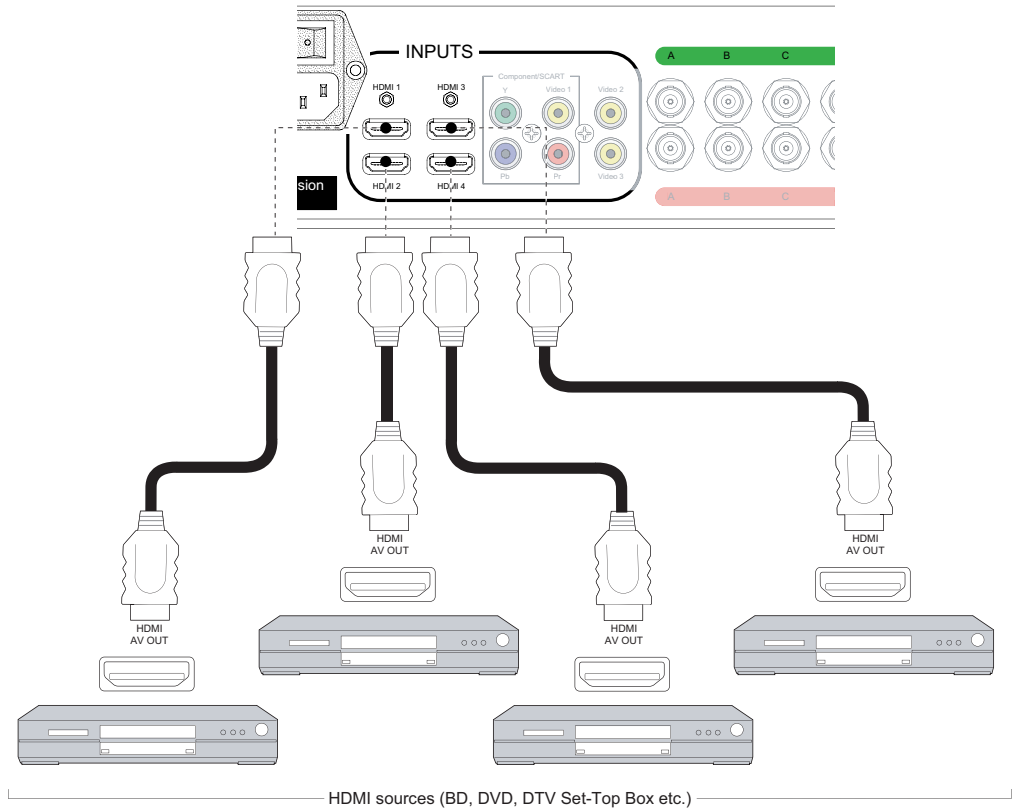
**Tip**

Use the HDMI inputs whenever possible. This ensures the highest video quality because the signal is carried in the digital domain throughout the entire signal path, from source component output into the projector.



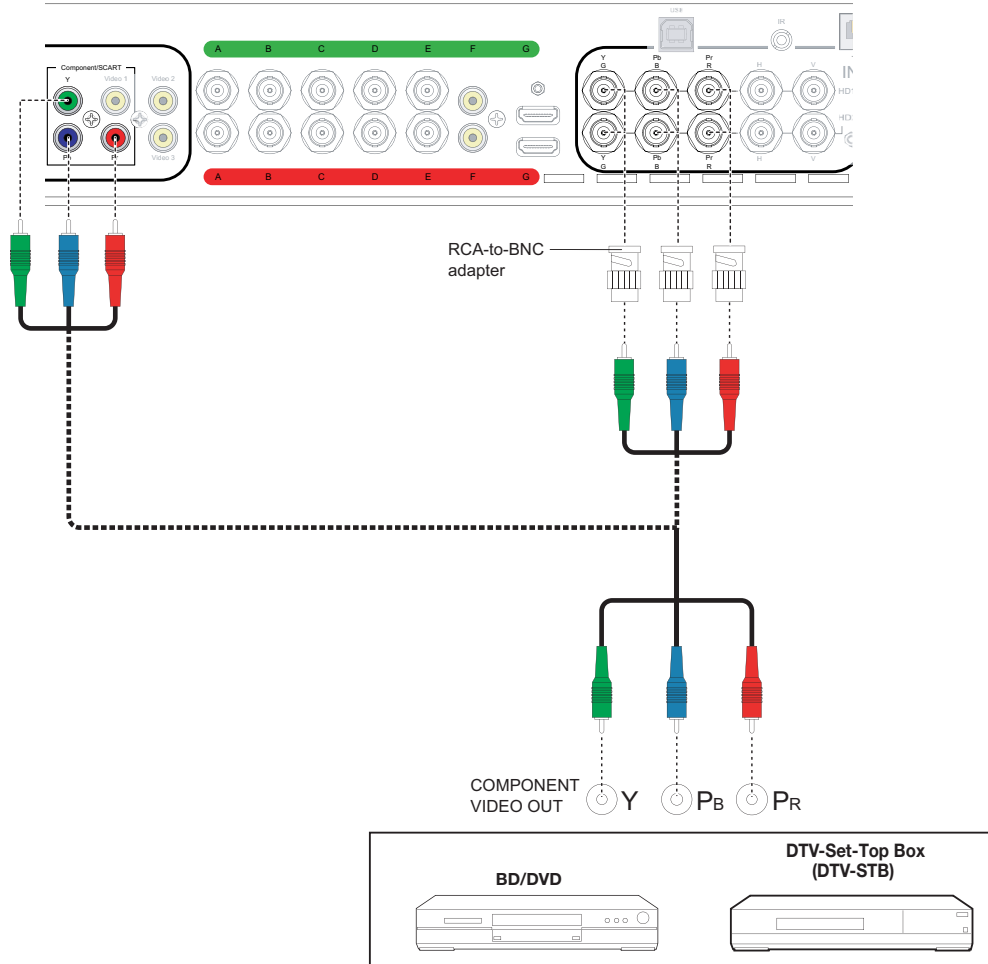
**Note**

You can also connect computers with DVI output to these inputs. Refer to **Supported Timings** on page 120 for a list of compatible input signals.



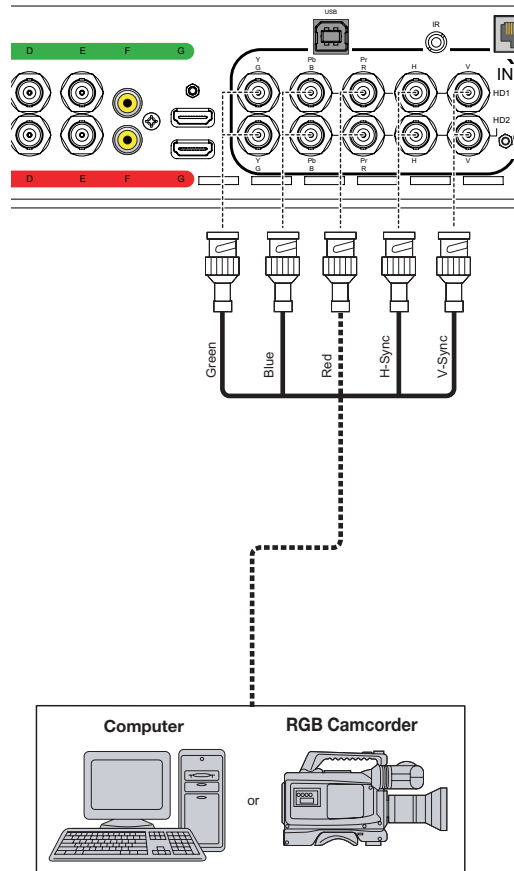
**Figure 3-21. HDMI Source Connections**

**Component Video Source Connections:** Connect your component video sources to the HD1, HD2 and/or Component/SCART inputs as shown in Figure 3-22.



**Figure 3-22. Component Video Source Connections**

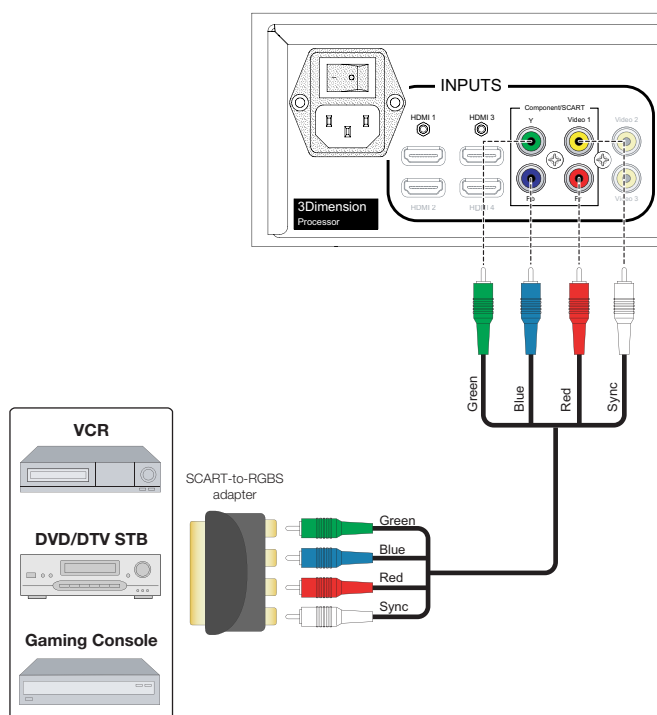
**RGBHV Source Connections:** Connect personal computers and/or other RGB sources to the HD1 and/or HD2 inputs as shown in Figure 3-23.



**Figure 3-23. RGBHV Source Connections**

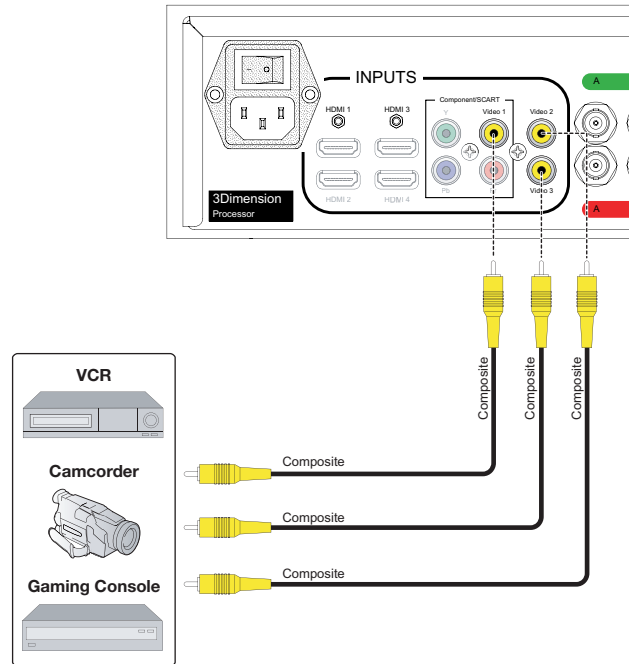


**SCART RGBS Source Connections:** Connect the green, blue and red outputs from your SCART source to the Component/SCART input on the 3Dimension Processor. Connect the sync output from your SCART source to the **Video 1** input on the 3Dimension Processor. See Figure 3-24.



**Figure 3-24. SCART RGBS Source Connections**

**Composite Source Connections:** See Figure 3-25.



**Figure 3-25. Composite Video Source Connections**

**Connecting to AC Power** ➤

Plug the female end of a power cord into each AC receptacle on the rear of the D-73d (AC 100V ~ 240V); see Figure 2-3. Then, connect the other end to your AC power source.

Similarly connect the Primary and Secondary DHD Controller units and the 3Dimension Processor to nearby AC outlets.

**AutoScope Lens Motor:** With AutoScope-equipped projectors, an additional power cord is provided for the lens motor. Plug the female end of the AC power cord into the AC input on the rear of the lens motor assembly. Connect the other end to your AC power source.

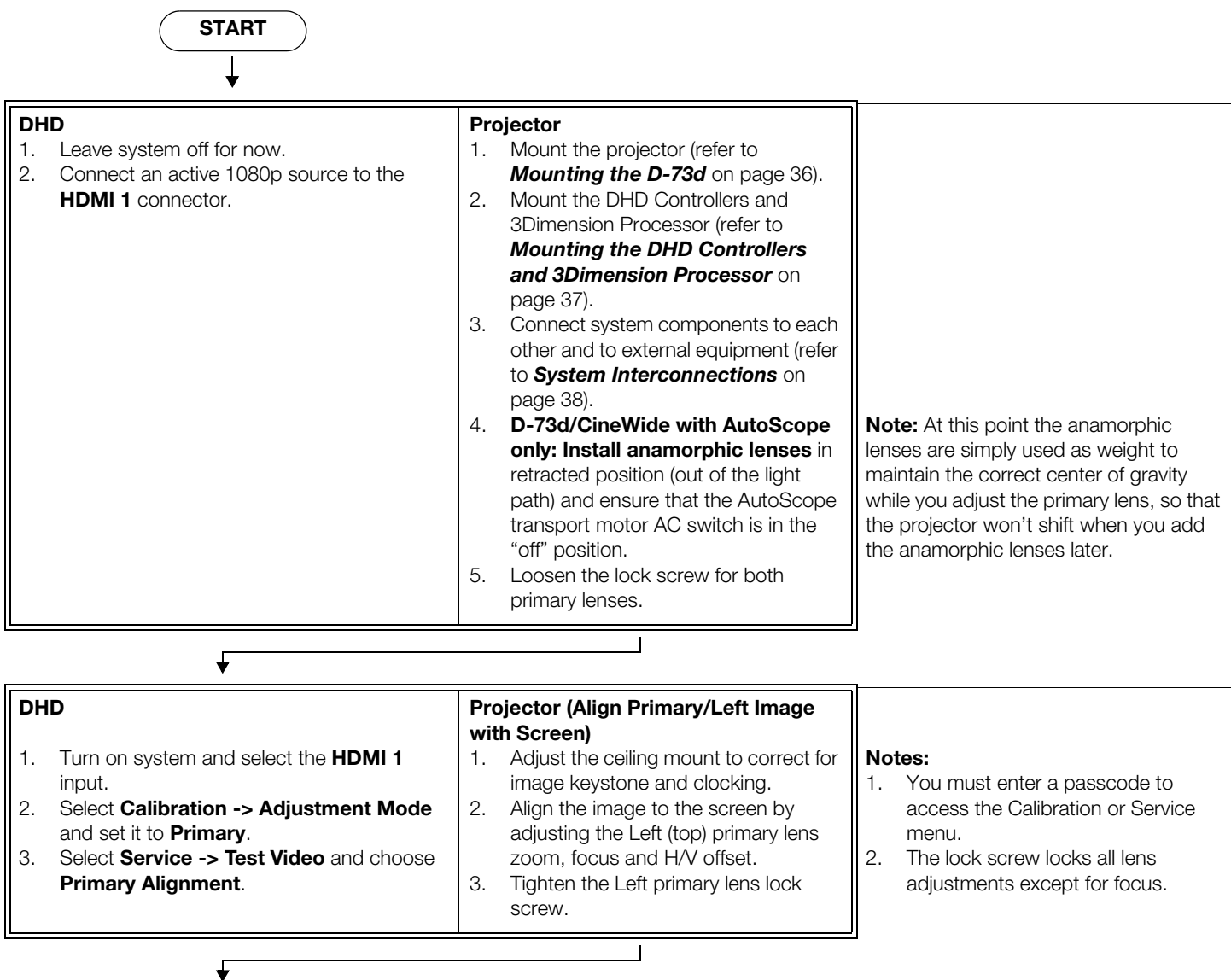
At this point you are ready to perform the initial power-up sequence and optical alignment procedure, which is summarized in Table 3-6 and described in detail in the sections that follow.

This procedure assumes the following:

- You are installing a projector equipped with anamorphic lenses. (If not, you can skip those tasks relating to the anamorphic lenses.)
- You have already completed the physical installation of the projector, DHD Controllers and 3Dimension Processor as described in the previous sections. If you have not, do so now.
- You have connected the various system components to each other, to external equipment and to AC power. If you have not, do so now.

### 3.8 Power-Up Sequence and Optical Alignment Procedure

**Table 3-6. D-73d Optical Alignment Procedure (with Anamorphic Lenses)**



**Table 3-6. D-73d Optical Alignment Procedure (with Anamorphic Lenses) (continued)**

<p><b>DHD</b></p> <ol style="list-style-type: none"> <li>1. Select <b>Calibration -&gt; Adjustment Mode</b> and set it to <b>Secondary</b>.</li> <li>2. Select <b>Service -&gt; Test Video</b> and choose <b>Secondary Alignment</b>.</li> </ol>	<p><b>Projector (Align Secondary/Right Image with Screen)</b></p> <ol style="list-style-type: none"> <li>1. Align the image to the screen by adjusting the Right (bottom) primary lens zoom, focus and H/V offset.</li> <li>2. Tighten the Right primary lens lock screw.</li> <li>3. <b>D-73d/CineWide with AutoScope only: Remove anamorphic lenses.</b> Set the AutoScope transport motor AC switch to the "on" position.</li> </ol>	<p><b>Note:</b> The default warp is 23 pixels on the left and right sides (x) and 13 pixels at the top and bottom (y). If more is needed, use the "Image Alignment" controls to increase it.</p>
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<p><b>DHD</b></p> <ol style="list-style-type: none"> <li>1. For a ceiling-mounted (inverted) and/or rear-projection installation, select <b>Service -&gt; Display Device -&gt; Configure -&gt; Installation -&gt; Picture Orientation</b> and set it as needed.</li> <li>2. Select <b>Aspect Ratio</b> and set it to <b>Cinema</b>. On a D-73d/CineWide with AutoScope, this should position the anamorphic lens transport in front of the primary lenses.</li> <li>3. Select <b>Calibration -&gt; Adjustment Mode</b> and set it to <b>Primary</b>.</li> <li>4. Select <b>Service -&gt; Test Video</b> and choose <b>Primary Alignment</b>.</li> </ol>	<p><b>Projector</b></p> <ol style="list-style-type: none"> <li>1. <b>(Re-)install anamorphic lenses.</b></li> <li>2. Align the primary (left-eye) image with the screen by adjusting the Left (top) anamorphic lens to produce the least amount of distortion.</li> </ol>
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<p><b>DHD</b></p> <ol style="list-style-type: none"> <li>1. Select <b>Calibration -&gt; Adjustment Mode</b> and set it to <b>Secondary</b>.</li> <li>2. Select <b>Service -&gt; Test Video</b> and choose <b>Secondary Alignment</b>.</li> </ol>	<p><b>Projector</b></p> <ol style="list-style-type: none"> <li>1. Align the secondary (right-eye) image to the screen by adjusting the Right (bottom) anamorphic lens to produce the least amount of distortion.</li> </ol>
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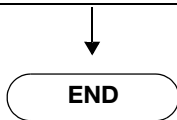


<p><b>DHD (Align Secondary Image with Primary Image)</b></p> <ol style="list-style-type: none"> <li>1. Select <b>Aspect Ratio</b> and set it to <b>16:9</b>.</li> <li>2. Select <b>Calibration -&gt; Adjustment Mode</b> and set it to <b>Secondary</b>.</li> <li>3. Select <b>Calibration -&gt; Image Alignment -&gt; Corner Alignment</b>, check the <b>Primary Test Pattern</b> and <b>Secondary Test Pattern</b> boxes and adjust corners.</li> <li>4. Select <b>Calibration -&gt; Image Alignment -&gt; Midpoint Alignment</b>, check the <b>Primary Test Pattern</b> and <b>Secondary Test Pattern</b> boxes and adjust midpoints.</li> </ol>	<p><b>Projector</b></p> <p>No adjustment needed.</p>	<p><b>Note:</b> The Primary lens image is usually left un-warped. This provides the best image quality and will be un-scaled for 1080p sources. You can adjust the Primary image if needed, however, by setting the <b>Adjustment Mode</b> to <b>Primary</b>, checking the <b>Primary Test Pattern</b> and <b>Secondary Test Pattern</b> boxes and adjusting the corners and/or midpoints prior to this step.</p>
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**Table 3-6. D-73d Optical Alignment Procedure (with Anamorphic Lenses) (continued)**

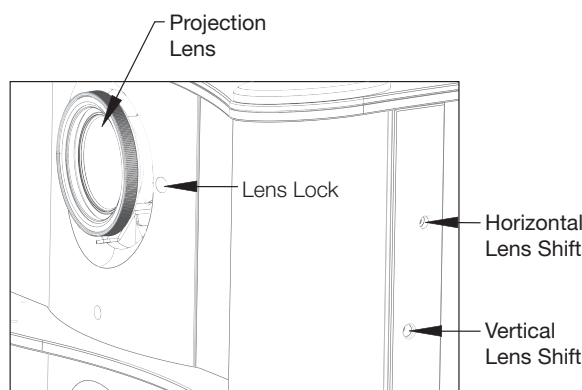
<p><b>DHD</b></p> <ol style="list-style-type: none"> <li>1. Select <b>Aspect Ratio</b> and set it to <b>Cinema</b>.</li> <li>2. Select <b>Calibration -&gt; Image Alignment -&gt; Corner Alignment</b> and adjust corners.</li> <li>3. Select <b>Calibration -&gt; Image Alignment -&gt; Midpoint Alignment</b> and adjust midpoints.</li> </ol>	<p><b>Projector</b></p> <p>No adjustment needed.</p>	<p><b>Note:</b> The DHD Controller saves the Image Alignment (warp) settings for each aspect ratio. To program additional aspect ratios, select each one and use the controls in the <b>Corner Alignment</b> and <b>Midpoint Alignment</b> menus.</p>
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If you are installing a D-73d/CineWide with AutoScope, install the anamorphic lenses as described in the section entitled **D-73d/CineWide or D-73d/CineWide with AutoScope - Shasta Anamorphic Lens Installation** on page 57. Ensure that the AutoScope lens motor power switch is in the “off” position and the lenses are out of the light path.

◀ **Anamorphic Lens Installation (D-73d/CineWide with AutoScope Only)**

Insert the provided hex wrench into the lens lock access hole at the front of the projector. Then, turn the wrench counterclockwise two or three full turns to unlock the lens. Do this for both primary lenses.



◀ **Unlocking the Primary Lenses**



**Caution**

*Do not attempt any primary lens adjustments when the lenses are locked. Doing so may cause damage to the zoom or lens shift mechanisms.*

1. Power up your source components.
2. Connect an active, 1080p source to the **HDMI 1** input on the 3Dimension Processor if you have not already done so.

◀ **Turning on the Power**



**Note**

*The **HDMI 1** input must be connected to an active 1080p source for the optical alignment procedure that you will perform later.*

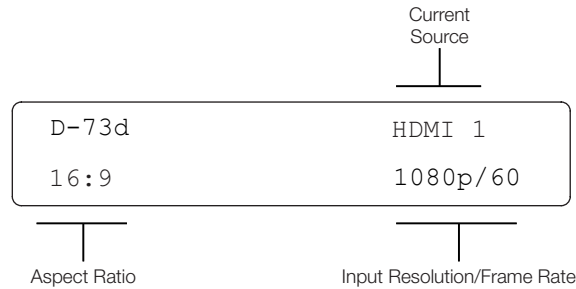
3. Turn on the main power switch at the rear of each DHD Controller and the 3Dimension Processor.



**Note**

*Leave the AC power switch on the anamorphic lens transport in the “off” position for now.*

4. Press the **ON** button on the remote control (or the **ON/STANDBY** (⏻) button on the Primary DHD Controller front panel) to turn on the system. The vacuum fluorescent display on the Primary DHD Controller front panel briefly displays “Initializing System,” followed by “Starting D-73d.”
5. When the display is ready for use, the fluorescent display indicates the active source, input resolution/frame rate and aspect ratio; for example:



6. Select the **HDMI 1** source using either the DHD Controller remote control unit (see Figure 2-8) or the OSD menu (press **MENU**, then select **Input Source -> HDMI 1**).

**Adjusting the Focus, Zoom and Position of the Primary Lenses** ➤

Proceed as follows to adjust the left (top) and right (bottom) primary lenses for optimum image quality.

**Left (Top) Primary Lens Adjustment:**

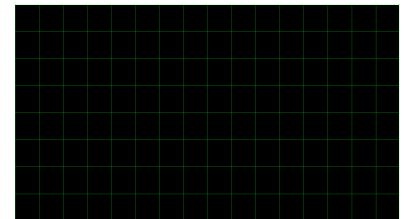
1. On the DHD Controller remote control or front panel, press **MENU**.
2. Select **Calibration** from the Main Menu and enter the Calibration Menu passcode.



**Note**

*You must enter a passcode to access the Calibration menu.*

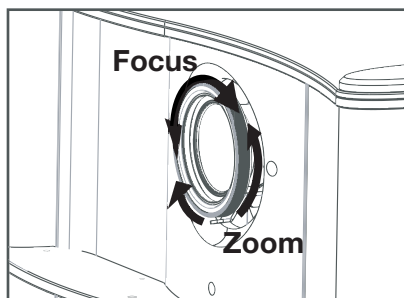
3. Select **Adjustment Mode** from the Calibration Menu and set it to **Primary**.
4. Press **EXIT** (or **MENU**) repeatedly to return to the Main Menu.
5. Select **Service** from the Main Menu.
6. Select **Test Video** from the Service Menu and choose **Primary Alignment**.



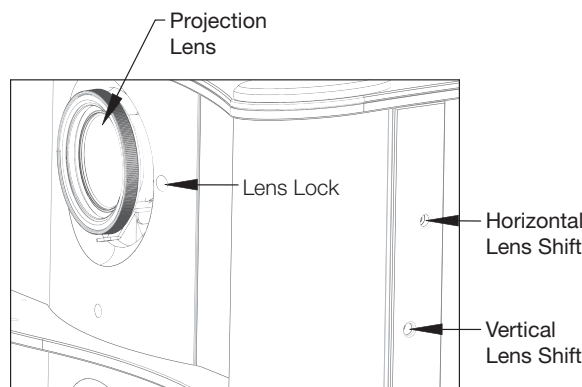
7. Adjust the front-to-back angle of the ceiling mount to minimize keystone distortion. Adjust the side-to-side angle to minimize “clocking” (unwanted “roll” or rotation about the lens axis). Refer to the ceiling mount installation instructions for more information.

8. **Focus Left (Top) Primary Lens:** To focus the projected image, grasp the lens by the outer ring and rotate it.

9. **Adjust Zoom on Left (Top) Primary Lens:** To make the projected image smaller (zoom out) or larger (zoom in), move the zoom tab in the appropriate direction.



10. **Adjust Vertical Offset on Left (Top) Primary Lens:** To shift the projected image vertically, insert the provided hex wrench into the vertical lens shift adjuster on the side of the projector. Then, turn the wrench as shown to shift the lens in the desired direction.



11. **Adjust Horizontal Offset on Left (Top) Primary Lens:** To shift the projected image horizontally, insert the provided hex wrench into the horizontal lens shift adjuster at the top of the projector. Then, turn the wrench as shown to shift the lens in the desired direction.



**WARNING THE LENS SHIFT MECHANISM CAN BE DAMAGED BY EXCESSIVE FORCE.**

- Ensure that the lens lock is released before adjusting horizontal or vertical lens shift.
- Do not attempt to move the primary lenses beyond their normal adjustment ranges.

12. **Lock Left (Top) Primary Lens Position and Zoom Settings:** When you have finished adjusting the lens position and image size (zoom), insert the provided hex wrench into the lens lock access hole at the front of the projector. Then, turn the wrench clockwise two or three full turns to lock the lens position.

**Right (Bottom) Primary Lens Adjustment:**

1. On the DHD Controller remote control or front panel, press **MENU**.
2. Select **Calibration** from the Main Menu.
3. Select **Adjustment Mode** from the Calibration Menu and set it to **Secondary**.
4. Press **EXIT** (or **MENU**) repeatedly to return to the Main Menu.
5. Select **Service** from the Main Menu.
6. Select **Test Video** from the Service Menu and choose **Secondary Alignment**.
7. Perform Steps 8 through 12 above with the right (bottom) primary lens.

**When you have completed the primary lens adjustments (D-73d/CineWide with AutoScope only):** Remove the anamorphic lenses and set the lens transport motor power switch to the “on” position.

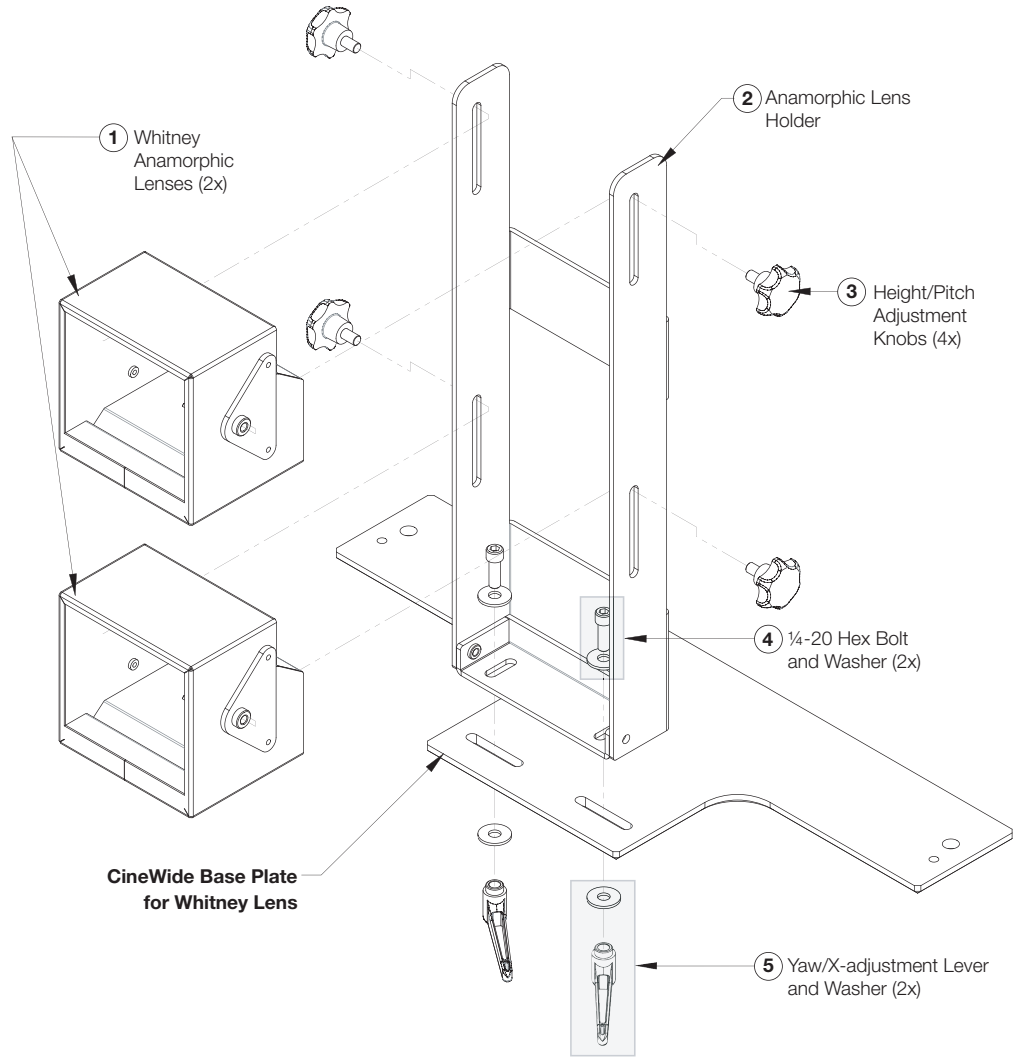
**Adjusting the Picture Orientation**

By default, the D-73d is configured for a “floor/front” installation, in which the projector is installed upright and in front of the screen. If it is installed behind the screen and/or mounted on a ceiling, you must change the picture orientation. To do this:

1. On the DHD Controller remote control or front panel, press **MENU**.
2. Select **Service** from the Main Menu.
3. Select **Display Device** from the Service Menu.
4. Select **Configure** from the Display Device menu, then select **Installation**.
5. Select **Orientation**, then choose Floor/Rear, Ceiling/Front or Ceiling/Rear, to match the installation method.

**Anamorphic Lens Installation**

**D-73d/CineWide - Whitney Anamorphic Lens Installation:** The D-73d “Whitney” Anamorphic lens mount kit consists of everything shown in Figure 3-26. Some components shipped with your projector may differ slightly from what is shown in these instructions. If any items are missing or damaged, please contact your Runco dealer or Runco Customer Service at (800) 23-RUNCO.



**Figure 3-26. Whitney Anamorphic Lens Mounting Assembly - Exploded View**



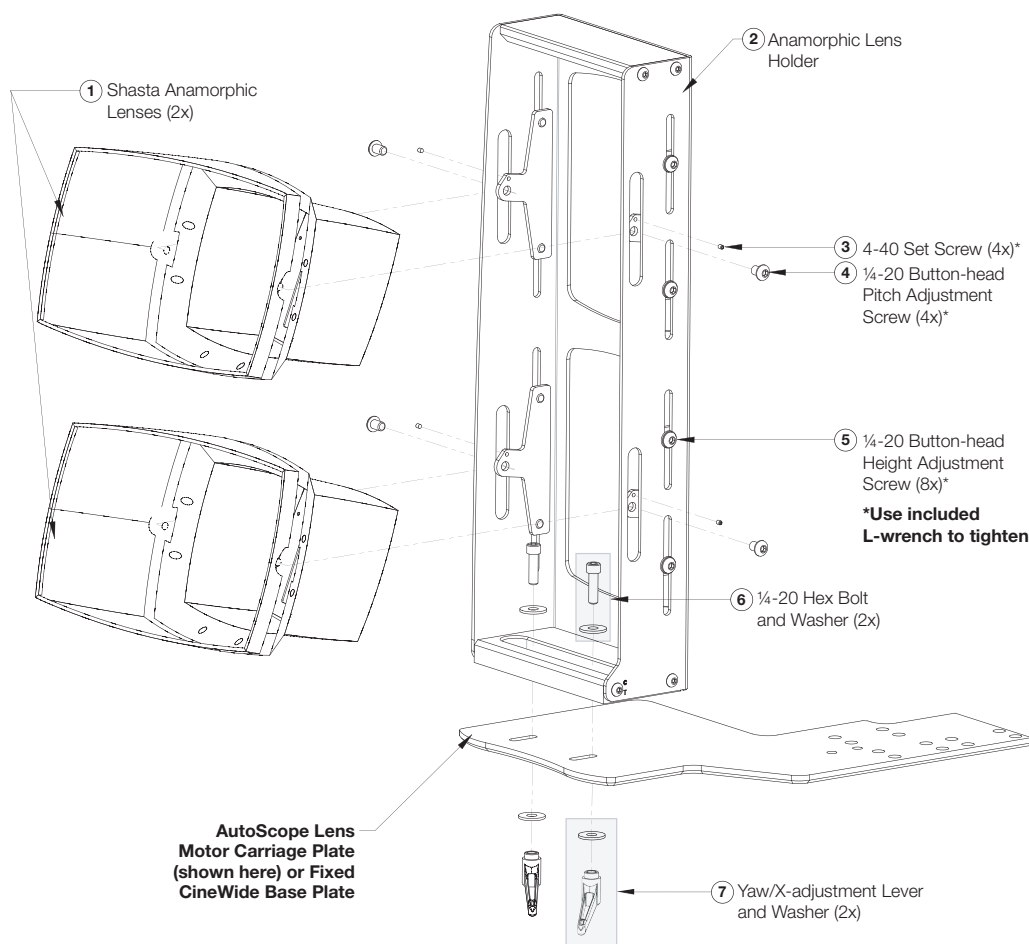
1. Remove the two Yaw/X Adjustment Levers and Washers (5) from the bottom of the Anamorphic Lens Holder (2).
2. Place the Anamorphic Lens Holder on top of (or under, if the projector is inverted) the CineWide Base Plate. Position the bracket so that the slots at the bottom of the lens holder are perpendicular to the corresponding slots on the base plate.
3. Secure the Anamorphic Lens Holder to the plate using the Hex Bolts/Washers (4) and Yaw/X Adjustment Levers that you removed in Step 1.
4. Use the Height/Pitch Adjustment Knobs (3) to attach the Anamorphic Lenses (1) to the Anamorphic Lens Holder.

**Tip**

To avoid clipping the corners of the image, position the anamorphic lenses as close as possible to the primary lenses.

### D-73d/CineWide or D-73d/CineWide with AutoScope - Shasta Anamorphic Lens

**Installation:** The D-73d “Shasta” Anamorphic lens mount kit consists of everything shown in Figure 3-27.



**Figure 3-27. Shasta Anamorphic Lens Mounting Assembly - Exploded View**

1. Remove the two Yaw/X Adjustment Levers and Washers (7) from the bottom of the Anamorphic Lens Holder (2).
2. Place the Anamorphic Lens Holder on top of (or under, if the projector is inverted) the AutoScope Lens Motor Carriage Plate or CineWide Base Plate. Position the bracket so that the slots at the bottom of the lens holder are perpendicular to the corresponding slots on the base plate.
3. Secure the Anamorphic Lens Holder to the plate using the Hex Bolts/Washers (6) and Yaw/X Adjustment Levers that you removed in Step 1.
4. Use the 1/4-20 Button-head Screws (4) to attach the Anamorphic Lenses (1) to the Anamorphic Lens Holder. Attach (but do not fully tighten) the 4-40 Set Screws (3).



**Tip**

To avoid clipping the corners of the image, position the anamorphic lenses as close as possible to the primary lenses.

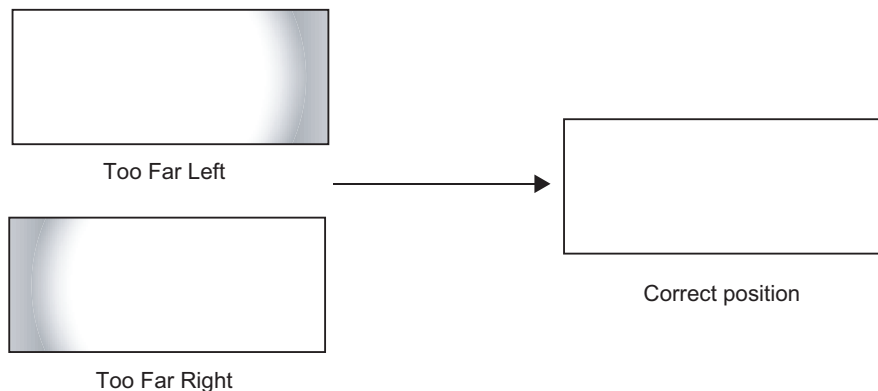
**Anamorphic Lens Adjustment** ➤

If you are installing a D-73d with anamorphic lenses, proceed as follows to adjust them.

1. Select the **Cinema** aspect ratio using either the DHD Controller remote control unit (see Figure 2-8) or the OSD menu (press **MENU**, then select **Aspect Ratio -> Cinema**). (With a D-73d/CineWide with AutoScope, this should position the anamorphic lens transport in front of the primary lenses.)
2. On the DHD Controller remote control or front panel, press **MENU**.
3. Select **Calibration** from the Main Menu.
4. Select **Adjustment Mode** from the Calibration Menu and set it to **Primary**.
5. Press **EXIT** (or **MENU**) repeatedly to return to the Main Menu.
6. Select **Service** from the Main Menu.
7. Select **Test Video** from the Service Menu and choose **Primary Alignment**.

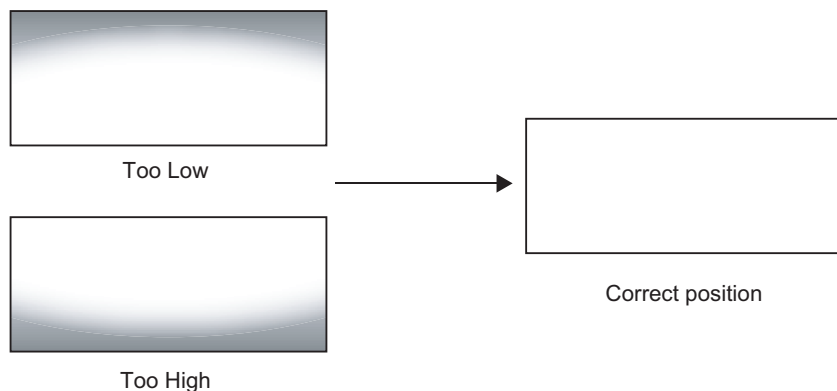
**Adjusting the Left (Top) Anamorphic Lens:** Align the primary (left-eye) image with the screen by adjusting the Left (top) anamorphic lens to produce the least amount of distortion.

- **Horizontal Position (X-adjust):** Loosen the Yaw/X-Adjustment Levers underneath the lens holder. Then, slowly move the anamorphic lens into place so that there are no shadows on either side of the screen:



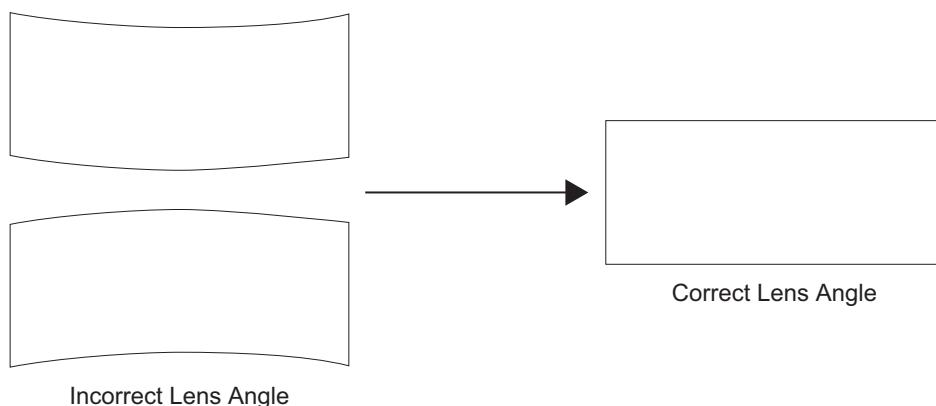
When the horizontal position is properly set, tighten the Yaw/X-Adjustment Levers to secure the lens in place.

- **Vertical Position (Y-adjust):** Loosen the Height/Pitch Adjustment Knobs (Whitney anamorphic lens; see Figure 3-26) or Button-head Height Adjustment Screws (Shasta anamorphic lens; see Figure 3-27) on either side of the lens. Then, slowly move the anamorphic lens into place so that there are no shadows on the top or bottom of the screen:



When the vertical position is properly set, tighten the Height/Pitch Adjustment Knobs or Button-head Height Adjustment Screws to secure the lens in place.

- **Adjusting the Pitch (Angle):** Next, angle the lens to eliminate any top-to-bottom pincushion distortion. To do this, loosen the Height/Pitch Adjustment Knobs (Whitney anamorphic lens; see Figure 3-26) or Button-head Pitch Adjustment Screws (Shasta anamorphic lens; see Figure 3-27) on either side of the lens to allow it to pivot freely. Then, adjust the anamorphic lens angle so that the projected image is rectangular:



The anamorphic lens will almost always be angled with respect to the projector; this is normal.

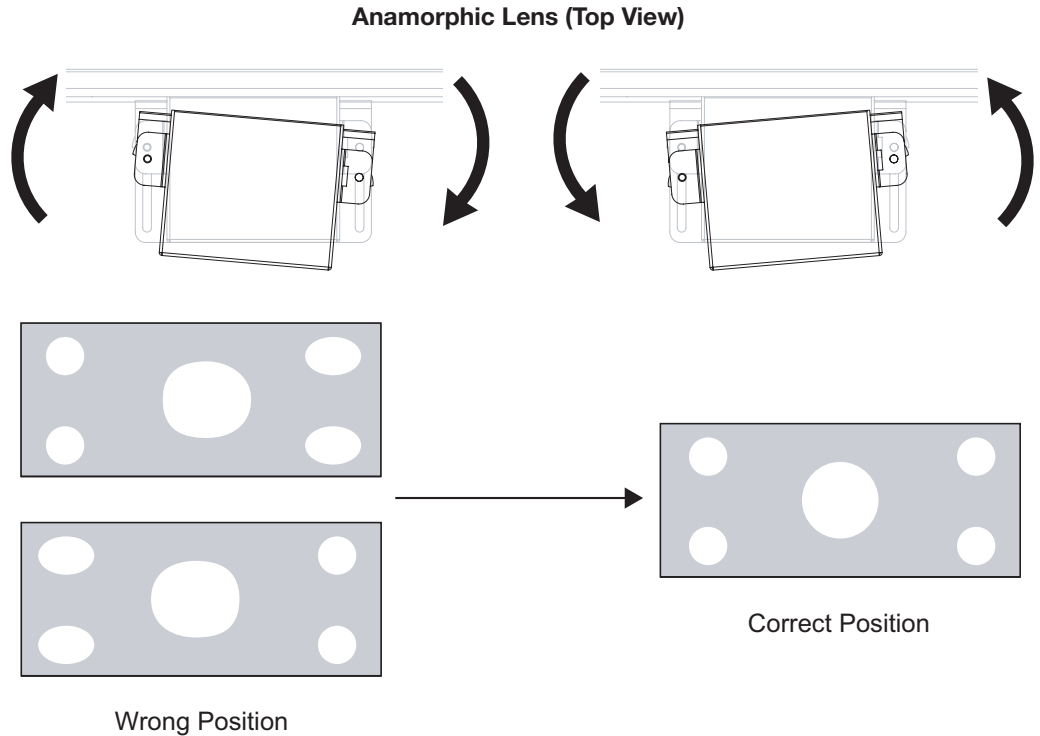
Once the proper lens angle has been set, firmly tighten the Height/Pitch Adjustment Knobs or Button-head Pitch Adjustment Screws to secure the lens in place. For a Shasta anamorphic lens, also tighten the Set Screws on either side of the lens to lock the angle.



**Note**

*There may be some pincushion distortion even after the lens is properly adjusted, especially at shorter throw distances. If this is the case, Runco recommends that you slightly over-scan the image into the screen frame area to mask the distortion.*

- **Adjusting the Yaw:** Loosen the Yaw/X-Adjustment Levers to allow the lens to pivot freely from side to side. Then, angle the lens to even out any left-right pincushion distortion:



Once the proper lens angle has been set, firmly tighten the Yaw/X-Adjustment Levers to secure the lens in place.

#### **Adjusting the Right (Bottom) Anamorphic Lens:**

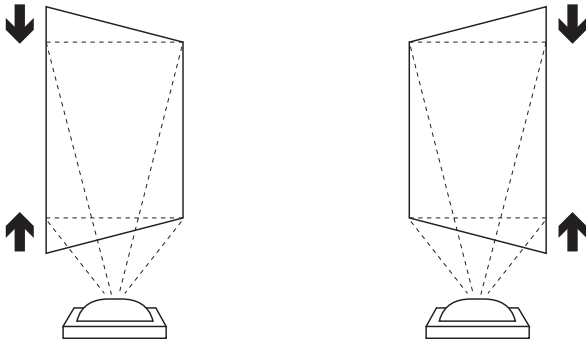
1. On the DHD Controller remote control or front panel, press **MENU**.
2. Select **Calibration** from the Main Menu.
3. Select **Adjustment Mode** from the Calibration Menu and set it to **Secondary**.
4. Press **EXIT** (or **MENU**) repeatedly to return to the Main Menu.
5. Select **Service** from the Main Menu.
6. Select **Test Video** from the Service Menu and choose **Secondary Alignment**.
7. Align the secondary (right-eye) image to the screen by adjusting the Right (bottom) anamorphic lens to produce the least amount of distortion. (Refer to the previous section, **Adjusting the Left (Top) Anamorphic Lens**.)

Projector and/or screen placement — among other things — can cause geometric distortion in the projected image.

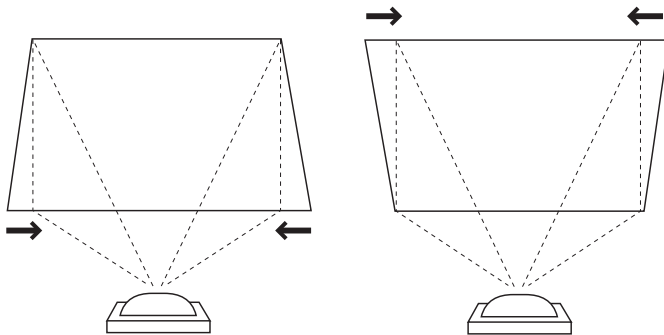
◀ **Adjusting the Image Geometry**

To correct this, the DHD Controller provides precise, nine-point control over the projected image geometry. Use these controls as (and **only if**) needed to re-position the image corners, mid-points and center to eliminate “keystoning” (mis-aligned corners) or “pincushion” distortion (mid-points not aligned with corners). See Figure 3-28.

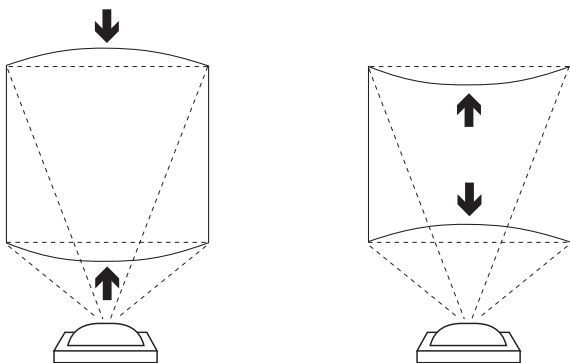
**Horizontal Keystoning**



**Vertical Keystoning**



**Pincushion Distortion**



**Figure 3-28. Keystone and Pincushion Distortion**

“Keystoning” usually occurs when the projector is tilted relative to the screen. “Pincushion” distortion can sometimes occur if the throw distance is very short and/or the projector is equipped with an anamorphic lens.

### Corner/Midpoint Alignment – 16:9 Aspect Ratio:

1. Select the **16:9** aspect ratio using either the DHD Controller remote control unit (see Figure 2-8) or the OSD menu (press **MENU**, then select **Aspect Ratio -> 16:9**). This should move the anamorphic lenses out of the optical path.
2. On the DHD Controller remote control or front panel, press **MENU**.
3. Select **Calibration** from the Main Menu.
4. Select **Adjustment Mode** from the Calibration Menu and set it to **Secondary**.



#### Note

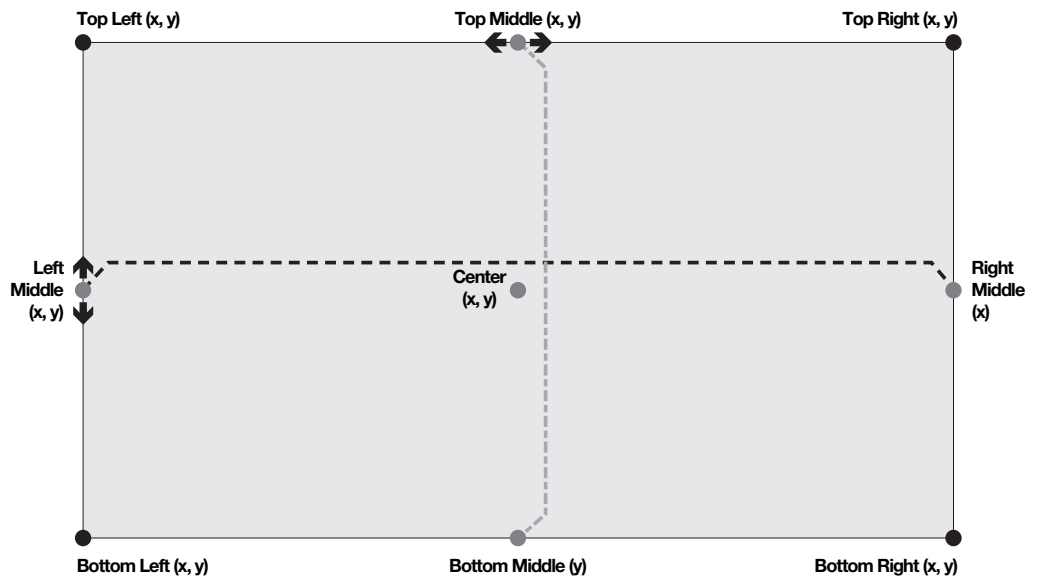
*This procedure is normally performed only on the right (secondary) optical engine.*

5. Select **Image Alignment** from the Calibration Menu.
6. Select **Corner Alignment** to correct a “keystoned” image by adjusting the image corner positions. Select **Midpoint Alignment** to correct pincushion distortion by adjusting the image edge mid-points. See Figure 3-29.



#### Tip

*Use the built-in test pattern when adjusting the image corners or midpoints. To access it, check the **Secondary (or Primary) Test Pattern** box in the Corner Alignment or Midpoint Alignment menu.*



#### Notes:

1. Bottom Middle x = Top Middle x
2. Right Middle y = Left Middle y
3. Smaller “x” values move a point to the left; larger values move it to the right.
4. Smaller “y” values move a point up; larger values move it down.

**Figure 3-29. Image Alignment Controls**

**Note**

The “Left Middle y” setting also controls the “Right Middle” y-coordinate. Similarly, the “Top Middle x” setting also controls the “Bottom Middle” x-coordinate.

**Corner/Midpoint Alignment – Cinema (2.35:1) Aspect Ratio:**

1. Select the **Cinema** aspect ratio using either the DHD Controller remote control unit (see Figure 2-8) or the OSD menu (press **MENU**, then select **Aspect Ratio -> Cinema**). This should move the anamorphic lenses back into the optical path, in front of the primary lenses.
2. On the DHD Controller remote control or front panel, press **MENU**.
3. Select **Calibration** from the Main Menu.
4. Select **Image Alignment** from the Calibration Menu.
5. Select **Corner Alignment** to correct a “keystoned” image by adjusting the image corner positions. Select **Midpoint Alignment** to correct pincushion distortion by adjusting the image edge mid-points. See Figure 3-29.

**Corner/Midpoint Alignment – Other Aspect Ratios:**

The DHD Controller saves the Image Alignment (warp) settings for each aspect ratio. To program additional aspect ratios, select each one and use the controls in the **Corner Alignment** and **Midpoint Alignment** menus.

**Notes:**



# 4. Operation

To display the Main Menu, press the **MENU** button on the remote control or Primary DHD Controller front panel.

To select a menu item, use the **▲** and **▼** buttons on the remote control or Primary DHD Controller front panel to highlight it. Then, to confirm your selection, press **ENTER** on the remote control or DHD Controller front panel.

The D-73d OSD menus are arranged hierarchically, as shown in Figure 4-1. Some menu options apply only to certain input signal types. For example, Phase and Tracking can only be adjusted for RGB, Component video or SCART signals.

## 4.1 Using the On-Screen Menus

<b>Input Source</b>	Composite 1	<b>Information</b>	Signal	(read-only)	
	Composite 2		System		
	Composite 3		Network		
	Component		Field Service		
	HD 1		Manufacturing		
	HD 2		Gain	-100, -99... <b>0</b> ... 99, 100 (Red, Green, Blue)	
	SCART		Offset		
	HDMI 1		Gamma	Mode <b>(Simple / Advanced)</b> Simple (1.8, 2.0, <b>2.2</b> , 2.35 or 2.5) Advanced <b>(0</b> (2.2 gamma curve), 1, 2, 3 ... 20 (custom gamma tables))	
	HDMI 2			Color Temp	Simple (5500K, <b>6500K</b> , 7500K or 9300K)
	HDMI 3			Color Gamut	Auto, REC709, SMPTE-C, EBU, <b>Native</b> or PCE
HDMI 4	PCE	Hue (Red / Yellow / Green / Cyan / Blue / Magenta)			
<b>Aspect Ratio</b>		16:9	Saturation (Red / Yellow / Green / Cyan / Blue / Magenta)		
		4:3	Level (Red / Yellow / Green / Cyan / Blue / Magenta)		
Letterbox	VirtualWide	White Balance (Red / Green / Blue Gain)			
Cinema	Virtual Cinema				
Native					
<b>Screen</b>	<b>Screen 1</b> / Screen 2	<b>Calibration</b>	Display Color - Projector Settings	SatCo	On or <b>Off</b>
	Brightness		Constant Contrast	<b>On</b> / Off	
<b>Picture</b>	Contrast		Engine Configuration	<b>Dual</b> / Single	
	Color		Input Image	Brightness	
	Tint			Contrast	
	Sharpness			Color	-50, -49 ... <b>0</b> ... 49, 50
	Noise Filter			Tint	
	Sharpness				
<b>Input Position</b>	Left/Right		Input Color	Gain	-32, -31... <b>0</b> ... 31, 32 (HD 1, HD 2 and Component inputs only)
	Up/Down			Offset	
	Width	Chroma Delay		<b>0</b> , 1, 2 ... 7 (Composite inputs only)	
	Height	Noise Filter		<b>0</b> , 1, 2 ... 63	
	Overscan	Save ISF Night	Back / Confirm		
	Overscan Mode (Zoom/Crop)	Save ISF Day			
	Phase (RGB/Component/SCART signals only)	Copy/Paste	Memory Preset	Copy Settings	
	Tracking (RGB/Component/SCART signals only)		Aspect Ratio	Paste Settings	
			Paste Settings		
<b>Memory Presets</b>	Recall ISF Night or ISF Day	Output Shift	Left/Right	-50, -49 ... <b>0</b> ... 49, 50	
	Recall/Save Custom 1 or Custom 2		Up/Down		
	Reset Custom 1 and Custom 2 to Factory Default		Width	-50, -49, 48 ... <b>0</b>	
<b>3D Processing</b>	3D Mode <b>(Auto, Off, Side-by-Side, Top-and-Bottom or Frame Packing)</b>	Image Alignment	Corner Alignment	Top Left / Top Right / Bottom Left / Bottom Right / Test Pattern Enable	
	Reverse Eyes <b>(On/Off)</b>		Midpoint Alignment	Center / Top Middle / Left Middle / Right Middle / Bottom Middle / Test Pattern Enable	
<b>Sleep Timer</b>	<b>Off</b> , 30 Minutes, 60 Minutes, 90 Minutes, 2 Hours or 4 Hours	Adjustment Mode	<b>Both</b> , Primary or Secondary		
		Splash Configure	Owner Name		
			ISF Calibrated		
			ISF Other		
	Splash Timer		5, 6, 7 ... <b>15</b> ... 59, 60		
		Splash Enable	On/Off		
		OSD Position	Hor. / Ver.	<b>0</b> , 1, 2 ... 100	

**Note:** Default settings appear in **bold type**.

**Figure 4-1. D-73d OSD Menu Structure**

<b>Service</b>	Test Video	Color Bars 1	
		Color Bars 2	
		Focus	
		Grey Bars	
		Primary / Secondary / Dual Alignment	
	Input Names	Rename/Restore	
	Display Device - Configure	Picture Orientation	Auto, <b>Floor Front</b> , Ceiling Front, Floor Rear or Ceiling Rear
		Lamp Info. (read-only)	(Projector Serial Number)
		Diagnostics	White, Red, Green, Blue, Yellow, Cyan, Magenta
		Altitude	<b>Auto</b> / High
	Network	IP Configuration	DHCP ( <b>On</b> / Off), IP Address, Subnet Mask, Default Gateway, Communication Test
		Auto Firmware Upgrade	Auto Check for New Firmware, Auto Perform Upgrade, Check for New Firmware
		E-Mail Notification	E-Mail Address, Error Notification, Error Notification to Runco, Periodic Service Notification, Lamp Life Notification, Customer Information, E-Mail Calibration Data
		Remote Network Control	<b>On</b> / Off
	Color Space	<b>Auto</b> , REC601, REC709, RGB-PC or RGB-Video	(Not available on Composite 1, Composite 2 or Composite 3 inputs)
	Triggers	1 / 2 / 3	
	Miscellaneous	Language	<b>English</b> , Français, Deutsch, Italiano, Español, Svenska, 简体中文 (Simplified Chinese), 繁體中文 (Traditional Chinese), Português, Русский (Russian), 日本語 (Japanese) or 한국어 (Korean)
		OSD Timer	0 (no timeout) or 5, 6, 7 ... <b>15</b> ... 60 sec.
		OSD Messages	On / Off
		Blank Screen Color	Red/Green/Blue = <b>0</b> , 1, 2, 3 ... 255
		Sidebar Color	
		Film Mode (SD sources only)	On / Off
		CUE (Chroma Upsampling Error)	On / Off
	Remote Code	00, 01, 02 ... <b>17</b> ... 31	
	Sync Threshold	0, 1, 2 ... 15	(HD 1, HD 2 and Component inputs only)
	HDMI	HDMI EDID Extension	<b>On</b> / Off (per HDMI input)
		Audio Format	Combined / HDMI Out (To Display) / <b>HDMI Out (Audio Only)</b>
		CEC	<b>On</b> / Off
		HPD Toggle Rejection	<b>On</b> / <b>Off</b>
	Front Panel Brightness	Logo LED	0 (off), 1, 2 ... <b>31</b>
Standby LED		<b>On</b> / Off	
LCD		0 (off), 1, 2, 3 or <b>4</b>	
Auto Power Off	Enable	On / <b>Off</b>	
	Hours	1, 2, 3, 4, ... <b>8</b> ... 23, 24	
Standby Mode	<b>Low Power</b> / Fast Startup		
System Reset			

Figure 4-1. D-73d OSD Menu Structure (continued)

The Main Menu is the starting point for accessing all DHD Controller functions. (You must enter a passcode to access the Calibration and Service menus.)



**Note**

You must perform and save all image adjustments on both the Primary and Secondary DHD Controllers. The **Adjustment Mode** setting allows you to do this. For more information, refer to **Adjustment Mode** on page 85.

When you set the Adjustment Mode to **Primary** or **Secondary**, the Main Menu title becomes “Runco Video (Pri.)” or “Runco Video (Sec.)” respectively.

From the Main Menu, select Input Source to choose a video signal source.

The active source is indicated by an arrow (➔) to its left; in this example, Composite is the active source.

◀ **Main Menu**

Runco Video	
➔	Input Source
	Aspect Ratio
	Screen
	Picture
	Input Position
	Memory Presets
	3D Processing
	Sleep Timer
	Information
	Calibration
	Service

◀ **Input Source**

Input Source	
➔	Composite 1
	Composite 2
	Composite 3
	Component
	HD 1
	HD 2
	SCART
	HDMI 1
	HDMI 2
	HDMI 3
	HDMI 4

To change the aspect ratio (size and shape) of the projected image, select Aspect Ratio from the Main Menu and press **ENTER**. Select the appropriate aspect ratio for your screen size and the type of program material being viewed; refer to Table 4-1.

The currently-selected aspect ratio is indicated by a “☒” to its left; in this example, 16:9 is selected.

Note that some aspect ratios are unavailable and/or not useful with certain types of source material. The optimal setting depends on a number of factors, such as:

- The aspect ratio of the source material, as broadcast or encoded on the playback medium.
- The “display type” (16:9 or 4:3) and output resolution settings at the source component. Most modern DVD/BD players and set-top boxes have such controls.
- Viewer preference (original aspect ratio with “black bars,” or a full-screen presentation with some distortion or cropping).

◀ **Aspect Ratio**

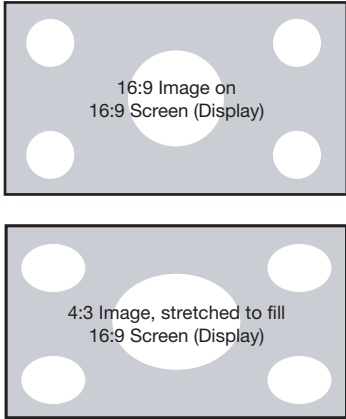
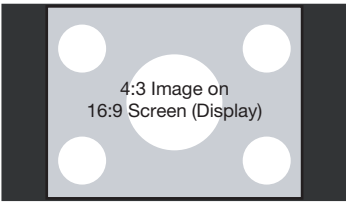
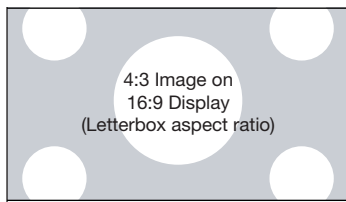
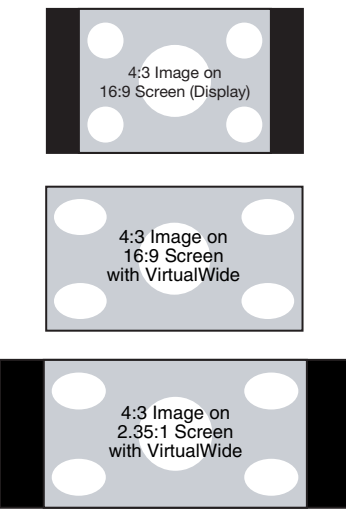
Aspect Ratio	
☒	16:9
<input type="checkbox"/>	4:3
<input type="checkbox"/>	Letterbox
<input type="checkbox"/>	VirtualWide
<input type="checkbox"/>	Cinema
<input type="checkbox"/>	Virtual Cinema
<input type="checkbox"/>	Native



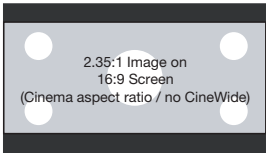
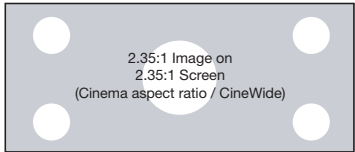
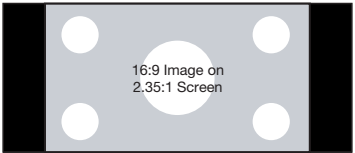
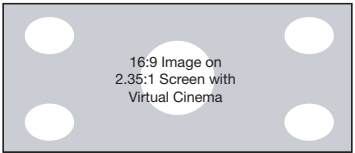
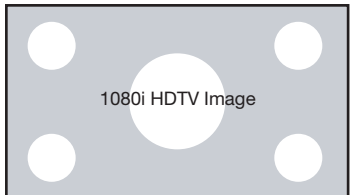
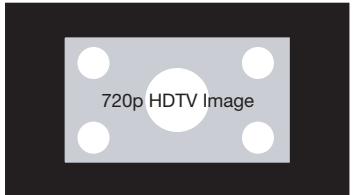
**Note**

The aspect ratio selection is automatically saved for each input and resolution.

**Table 4-1. Aspect Ratio Settings**

Aspect Ratio	Remote Control Key	Description	
16:9	16:9	 <p>16:9 Image on 16:9 Screen (Display)</p> <p>4:3 Image, stretched to fill 16:9 Screen (Display)</p>	<p>Select 16:9 to view 16:9 DVDs and HDTV programs in their native aspect ratio.</p> <p>4:3 images are stretched horizontally to fit a 16:9 screen.</p>
4:3	4:3	 <p>4:3 Image on 16:9 Screen (Display)</p>	<p>Standard 4:3 scales the input signal to fit in the center of the 16:9 screen. 4:3 is the aspect ratio used by computer monitors, standard television programming and most VHS video cassettes.</p>
Letterbox	LET BOX	 <p>4:3 Image on 16:9 Display (Letterbox aspect ratio)</p>	<p>Letterbox mode scales (zooms in on) a 4:3 image linearly (by the same amount on all sides) to fill a 16:9 display. Letterbox is best suited for viewing LaserDisc movies or non-anamorphic DVDs on a 16:9 screen.</p>
VirtualWide	V-WIDE	 <p>4:3 Image on 16:9 Screen (Display)</p> <p>4:3 Image on 16:9 Screen with VirtualWide</p> <p>4:3 Image on 2.35:1 Screen with VirtualWide</p>	<p>VirtualWide scales a 4:3 image NON-linearly (more on the sides than in the center) to fit a 16:9 screen.</p> <p>On a 2.35:1 screen, the image is centered between black bars on either side.</p>

**Table 4-1. Aspect Ratio Settings (continued)**

Aspect Ratio	Remote Control Key	Description	
Cinema	CINEMA	 <p>2.35:1 Image on 16:9 Screen (Cinema aspect ratio / no CineWide)</p>  <p>2.35:1 Image on 2.35:1 Screen (Cinema aspect ratio / CineWide)</p>	<p>Select Cinema to view 2.35 source material in its native aspect ratio.</p> <p>With a 16:9 screen and a standard D-73d (without an anamorphic lens), the upper and lower portions of the screen are masked, but the geometry of the active image area is unchanged.</p> <p>With a 2.35:1 screen and an anamorphic lens, the DHD Controller scales the 2.35:1 image so that the active image area fills the 16:9 chip surface, eliminating the black bars. The secondary, anamorphic lens then restores the proper geometry to the 2.35:1 image.</p>
Virtual Cinema	V-CINE	 <p>16:9 Image on 2.35:1 Screen</p>  <p>16:9 Image on 2.35:1 Screen with Virtual Cinema</p>	<p>A 16:9 image is scaled NON-linearly (more on the sides than in the center) to fit a 2.35:1 screen.</p>
Native	NATIVE	 <p>1080i HDTV Image</p>  <p>720p HDTV Image</p>	<p>Select Native to display the source signal in its native resolution, centered in the display area with no re-sizing or overscan.</p> <p>This means, for example, that 720p HDTV programs will display with unused pixels on all sides: 320 on the left and right sides and 180 above and below.</p> <p>With SDTV and EDTV sources, the DHD Controller scales the image horizontally to achieve a 16:9 aspect ratio.</p>

**Screen** ➤

Screen
Screen 1
Screen 2

The Screen Menu allows you to recall multiple sets of stored values for certain controls (Output Shift and Image Alignment, to name two) that are saved for each aspect ratio. Such settings are also saved “per screen.” To recall the Output Shift and Image Alignment settings associated with “Screen 1” or “Screen 2,” make that selection here.

**Picture** ➤

Picture
Brightness
Contrast
Color
Tint
Sharpness
Noise Filter

Use the controls in the Picture Menu to calibrate each DHD Controller input to achieve optimum picture quality.

The DHD Controller has been designed to incorporate setup and calibration standards established by the Imaging Science Foundation (ISF). The ISF has developed carefully crafted, industry-recognized standards for optimal video performance and has implemented a training program for technicians and installers to use these standards to obtain optimal picture quality from Runco video display devices. Accordingly, Runco recommends that setup and calibration be performed by an ISF certified installation technician.

All signal types require separate processing. Therefore, you need to calibrate each DHD Controller input separately.



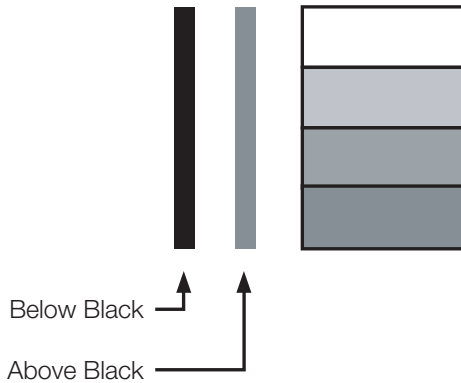
**Note**

1. When you change a picture quality setting, save the change to a preset afterwards. Otherwise, the change will be lost when a different input is selected. (Picture quality settings are saved for each input and display mode separately.) For information about saving settings, refer to **Memory Presets** on page 76.
2. For best results, Runco recommends that you set **ConstantContrast** to Off before adjusting Brightness, Contrast and other image quality settings in this menu (refer to **ConstantContrast** on page 83). After you have completed the initial calibration, set **ConstantContrast** to On if desired.

Although it may be possible to obtain satisfactory picture quality using the naked eye and regular program material, Runco recommends using an external test pattern source (Ovation Multimedia, Digital Video Essentials or AVIA test DVD or equivalent) for best results.

Connect your test pattern source to the input that you are calibrating and proceed as follows. **Perform the adjustments in the order listed here.**

**Brightness:** On your external test pattern source, select a PLUGE pattern. (PLUGE is an acronym for “Picture Line-Up Generation Equipment.”) Figure 4-2 shows a typical PLUGE pattern.



**Figure 4-2. Typical PLUGE Pattern for Adjusting Brightness**

PLUGE patterns vary but generally consist of some combination of black, white and gray areas against a black background. The example above includes two vertical bars and four shaded boxes.

Select Brightness from the Picture menu and press **ENTER**. Adjust the brightness so that:

- The darkest black bars disappear into the background.
- The dark gray areas are barely visible.
- The lighter gray areas are clearly visible.
- The white areas are a comfortable level of true white.
- The image contains only black, gray and white (no color).

**Contrast:** On your external test pattern source, select a stepped, gray-bar pattern like the one shown in Figure 4-3.



**Figure 4-3. Typical Gray Bar Pattern for Adjusting Contrast**

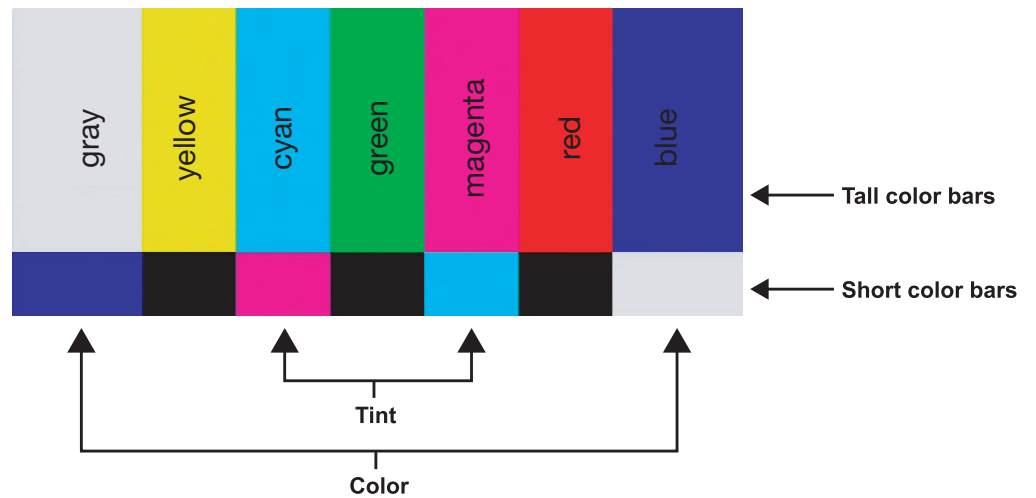
Select Contrast and press **ENTER**. Adjust the contrast to a point just below which the white rectangle starts to increase in size.



**Note**

*Brightness and contrast controls are interactive. A change to one may require a subtle change to the other in order to achieve the optimum setting.*

**Color Saturation:** On your external test pattern source, select a color bar pattern like the one shown in Figure 4-4.

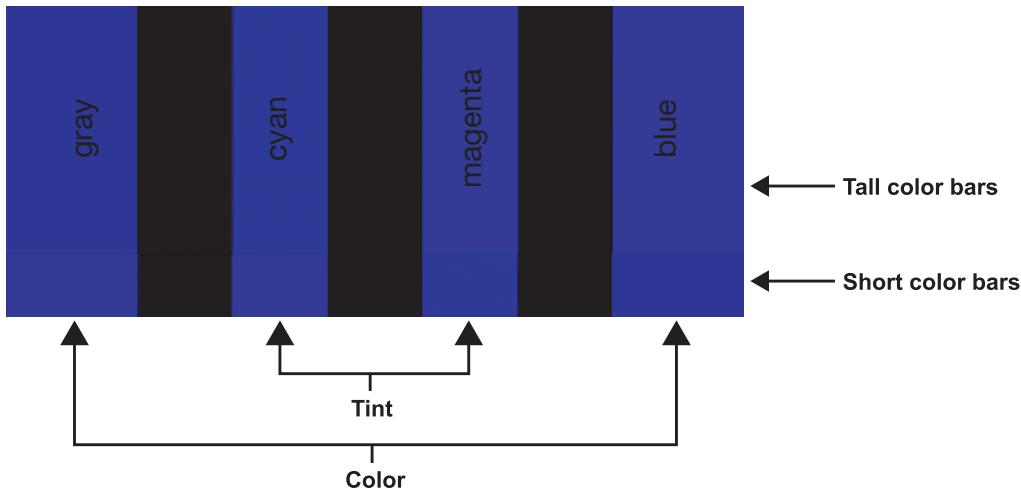


**Figure 4-4. Typical Color Bar Pattern for Adjusting Color Saturation and Tint**

1. Press the **MENU** button on the remote control or DHD Controller front panel.
2. Select Service from the Main Menu and press **ENTER**.
3. Enter the Service menu passcode.
4. Select Display Device from the Service menu and press **ENTER**.
5. Press **ENTER** again to select Configure.
6. Select Diagnostics and press **ENTER**.
7. Select Blue from the Diagnostics menu, then press **ENTER** to display only the blue color channel.
8. Press **EXIT** (or **MENU**) repeatedly to return to the Main Menu.
9. Select Picture from the Main Menu and press **ENTER**.
10. Select Color from the Picture menu and press **ENTER**.



11. Adjust the color saturation level until the outermost (gray and blue) color bars appear to be a single shade of blue:



**Tint:** Tint or “hue” is essentially the ratio of red to green in the color portion of the image. When tint is decreased, the image appears redder; when it is increased the image appears greener.

To adjust the tint, enable “blue only” display mode in the Diagnostics menu, as you would for adjusting color saturation (refer to the previous section, **Color Saturation**).

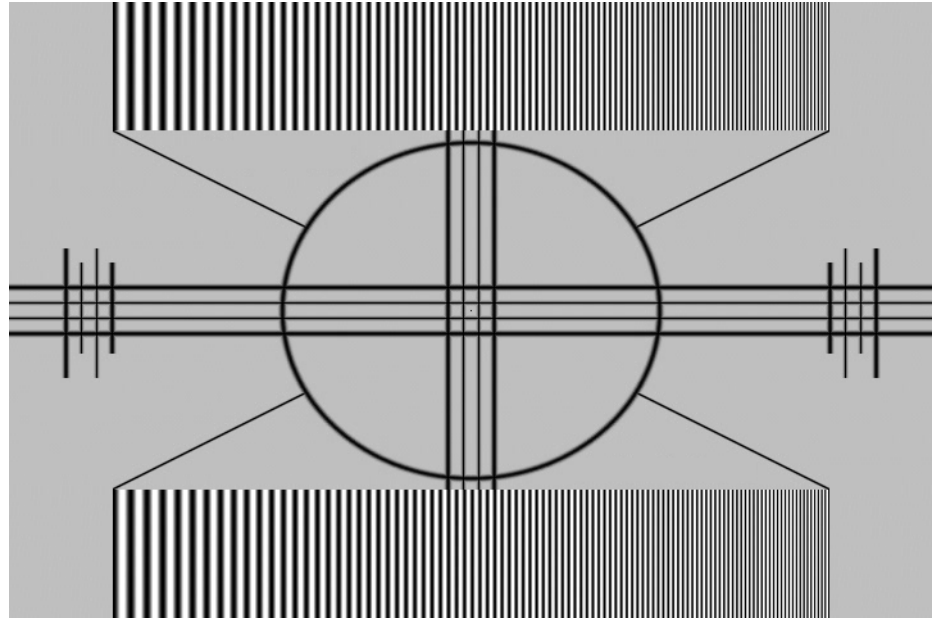
Select Tint from the Picture menu and press **ENTER**. Adjust the tint level until the cyan and magenta color bars (on either side of the green bar) appear to be a single shade of blue.



**Note**

*Like the brightness and contrast controls, the color and tint controls are interactive. A change to one may require a subtle change to the other in order to achieve the optimum setting.*

**Sharpness:** “Sharpness” is the amount of high-frequency detail in the image. To adjust sharpness, select Sharpness from the Picture menu and press **ENTER**. On your external test pattern source, select a pattern like the one shown in Figure 4-5. Adjust as needed, looking for white edges around the transitions from black to gray and differently-sized lines in the “sweep” patterns at the top and bottom. Lower the sharpness setting to eliminate them.



**Figure 4-5. Typical Test Pattern for Adjusting Sharpness**

**Noise Filter:** To apply noise filtering to the input signal, select Noise Filter from the Picture menu. The Noise Filter is useful for clearing up noisy images from 480i video sources.

Use the left- or right-arrow buttons to select the desired amount of noise reduction, keeping in mind that higher settings (which reduce high frequencies) may also “soften” the image.

**Input Position** ➤

Use the controls in the Input Position Menu to fine-tune the aspect ratio and image position for the current source.

Input Position
Left/Right
Up/Down
Width
Height
Overscan
Overscan Mode
Phase
Tracking



**Note**

*The input position settings are automatically saved for each input and resolution.*

**Left/Right:** Select Left/Right from the Input Position menu to shift the projected image horizontally. Press ➤ to shift the image to the right; press ◀ to shift it to the left.

**Up/Down:** Select Up/Down from the Input Position menu to shift the projected image vertically. Press ➤ to shift the image upward; press ◀ to shift it downward.

**Width:** Select Width from the Input Position menu to change the projected image width. Press ➤ to increase the width; press ◀ to decrease it.

**Height:** Select Height from the Input Position menu to change the projected image height. Press ► to increase the height; press ◀ to decrease it.

**Overscan/Overscan Mode:** Overscan pushes the outside edge of the active picture area of the video signal out beyond the edge of the display area.

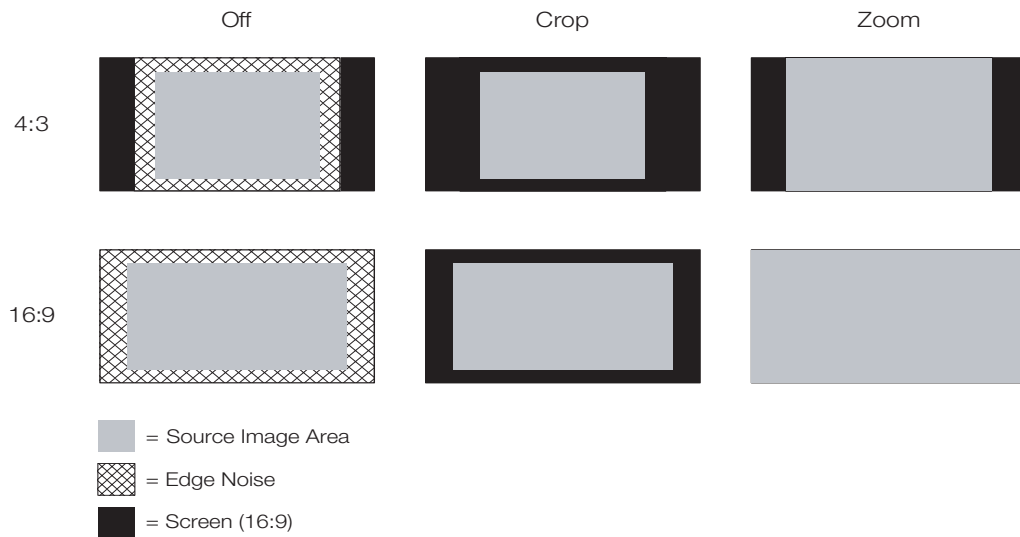
Some television programs are produced based on the assumption that older television sets may not display the outer edges of the broadcast picture area. Overscan effectively trims away these inactive, outer edges and enlarges the remaining portion of the image to fill the display area.

For HDTV, DVDs and other video sources, Overscan is generally not necessary or desirable.

This control defines the amount of overscan applied to the image. The range is from 0 to 20. There are two overscan modes:

- In **Crop** mode, each increment adds a mask at the top, bottom, left and right edges of the source image equal to 0.5% of the displayed horizontal resolution (1% total). A setting of 10, for example, crops the image 5% on all sides or 10% total.
- In **Zoom** mode, each increment adds a factor to the scaling of the source image so that the vertical and horizontal resolutions are 100% plus 1% increments of the size determined by the aspect ratio function. A setting of 10, for example, zooms in on the image 5% on all sides or 10% total.

Figure 4-6 illustrates the effect of each overscan mode setting.



**Figure 4-6. Overscan Modes**

**Phase (RGB, Component or SCART sources):** This control adjusts the phase of the pixel sampling clock relative to the incoming signal. Adjust the phase when an RGB, Component or SCART image still shows shimmer or “noise” after Tracking has been optimized.



*Adjust the Phase after adjusting Tracking (see below).*

For best results, use a good test pattern such as a smooth gray consisting of a clear pattern of black and white pixels, or a similar “half on, half off” graphic image. Adjust the slider until the image stabilizes and each pixel is clearly defined. You may notice that you can stabilize the image at more than one point. Use either setting in such cases.

**Tracking (RGB, Component or SCART sources):** Tracking determines the frequency of the pixel sampling clock, indicated by the number of incoming pixels per line, so that all pixels generated by a particular source are sampled.

Steady flickering or several soft vertical stripes or bands across the entire image indicates poor pixel tracking. Proper pixel tracking helps ensure that the image quality is consistent across the screen, that aspect ratio is maintained and that pixel phase (see above) can be optimized.

**Memory Presets** ➤

Memory Presets		
➔	ISF Night	
	ISF Day	
	Custom 1	Save    Reset
	Custom 2	Save    Reset

For each input, the DHD Controller lets you save image quality settings as presets that you can recall at a later time. You can create up to four presets per input and display mode (resolution and frame rate).

The DHD Controller stores the following display modes in each memory preset:

- 480i
- 480p
- 576i
- 576p
- 720p/24 Hz
- 720p/25 Hz
- 720p/30 Hz
- 720p/50 Hz
- 720p/60 Hz
- 1080i/50 Hz
- 1080i/50 Hz (Australia)
- 1080i/60 Hz
- 1080p/24 Hz
- 1080p/25 Hz
- 1080p/30 Hz
- 1080p/50 Hz
- 1080p/60 Hz

Use the Memory Presets menu to recall saved image presets, or to save image settings in the “Custom 1” or “Custom 2” memory location. The currently-selected preset is indicated by a “➔” to its left; in the example shown here, ISF Night is selected.

You should save changes to any of the following settings to a preset; otherwise they will be lost when a new input source or resolution is selected:

- Brightness
- Contrast
- Color saturation
- Tint
- Sharpness
- Gamma
- Lamp Settings
- Color temperature and white balance

To select a memory preset, press ▲ or ▼ to highlight it and press **ENTER**.

To save the settings for the current input and display mode to the Custom 1 or Custom 2 memory preset, select it, press ◀ or ▶ to highlight Save and press **ENTER**.



**Note**

To save the settings for the current input and display mode to the ISF Night or ISF Day memory preset, select Save ISF Night or Save ISF Day from the Calibration menu (refer to **Save ISF Night/Save ISF Day** on page 83).

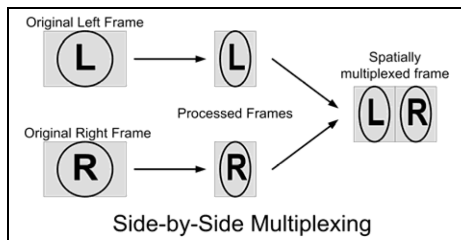
To reset the Custom 1 or Custom 2 memory preset to its factory-default state, select it, press ◀ or ▶ to highlight Reset and press **ENTER**.

Select 3D Processing from the Main Menu to set the following options related to formatting and delivery of HDMI 3D content.

**3D Mode:** Select 3D Mode from the 3D Processing menu to specify how the Primary and Secondary DHD Controllers process the “left eye” and “right eye” image components respectively.

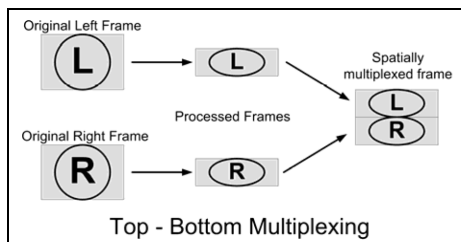
- Choose **Auto** to have the D-73d determine the appropriate 3D mode based on the HDMI vendor-specific InfoFrame data. This is the default setting.
- Choose **Off** for 2D content.
- Choose **Side-by-Side** to have the Primary and Secondary DHD Controllers scale the left and right image halves respectively to fill the screen.

Side-by-Side multiplexing is used with 1080i source material.



- Choose **Top-and-Bottom** to have the Primary and Secondary DHD Controllers scale the top and bottom image halves respectively to fill the screen.

Top-and-Bottom multiplexing is used with 720p or 1080p source material.



◀ **3D Processing**

<b>3D Processing</b>
3D Mode
Reverse Eyes

- Choose **Frame Packing** to have the 3Dimension Processor decode frame packed data into left and right eye data. In this mode, the DHD Controllers do not perform any 3D processing.

**Reverse Eyes:** By default, the Primary and Secondary DHD Controllers are dedicated to “left eye” and “right eye” image processing respectively. To reverse this relationship, choose Reverse Eyes from the 3D Processing menu and set it to **On**.

**Sleep Timer** ➤

Sleep Timer	
➔	Off
	30 Minutes
	60 Minutes
	90 Minutes
	2 Hours
	4 Hours

Select Sleep Timer from the Main Menu to turn off the D-73d after a specified interval. Press ▲ or ▼ to select Off, 30 Minutes, 60 Minutes, 90 Minutes, 2 Hours or 4 Hours. Then, press **ENTER**.

**Information** ➤

Information	
	Signal
	System
	Network
	Field Service
	Manufacturing

**Signal / System:** Select Information from the Main Menu, then choose either Signal or System to display information about the current input signal (resolution, frequency, type et cetera) and installed firmware versions, as well as other information that uniquely identifies your DHD Controller and display device.

Should you ever need to contact Runco Technical Support, this information will help them answer your questions or resolve product performance issues.

Signal	
Input Source	HDMI 1
Signal Format	1080p/60
Input Resolution	1920x1080
Vertical Freq	59.94 Hz
Horizontal Freq	67.500 kHz
Pixel Clock	148.500 MHz
Color Space	REC709
Sync Type	Separate
3D Mode	Auto
Memory Preset	ISF Night

System	
Model	DHD4
Display Name	D-73d
Output Resolution	1920x1080
Primary Serial Number	00000000
Serial Number	00000000
Boot Version	4.0
Firmware Version	4.0
Micro Version	4.0
BAE Serial Number	12345678
BAE Boot Version	1.0
BAE Firmware Version	1.0
BAE FPGA Version	1.0

Network	
MAC Address	1A:2B:3C:4D:5E:6F
IP Address	192.168.0.150
Subnet Mask	255.255.0.0
Default Gateway	192.168.1.1
DHCP	Enabled
Network Status	Connected

**Network:** Select Information from the Main Menu, then choose Network to display information about the Ethernet network connection.

To enable network communication via Ethernet, refer to **IP Configuration** on page 88.

**Field Service / Manufacturing:** The Field Service and Manufacturing menus are password-protected and intended for use only by Runco service personnel and factory technicians.

Use the Calibration menu to perform advanced picture quality adjustments. **This menu should be used by ISF-certified technicians only.**

◀ **Calibration**



**Note**

*You must enter a passcode to access the Calibration menu.*

To recall the ISF Night or ISF Day settings, select “ISF Night” or “ISF Day” from the Memory Presets menu (see page 76) or use the corresponding remote control buttons.

**Display Color - Common Settings:** Use the Display Color - Common Settings menu to adjust the color balance at the DHD Controller output. These settings are saved independently for each input and display mode.

- **Gain:** Use the Gain controls to correct color imbalances in the bright areas of the image. A good way to do this is to use a test pattern consisting mostly of solid white areas, such as an 80 IRE “window” pattern. If the white areas contain traces of red (Pr), green (Y) or blue (Pr), decrease the Gain for that color.
- **Offset:** Use the Offset controls to correct color imbalances in the dark areas of the image. A good way to do this is to use a test pattern consisting mostly of dark gray areas, such as a 30 IRE “window” pattern. If the gray areas contain traces of red (Pr), green (Y) or blue (Pr), decrease the Offset for that color.
- **Gamma:** Select Gamma from the Display Color - Common Settings menu to choose a de-gamma curve. Used correctly, the Gamma control can improve contrast while maintaining good details for blacks and whites. If excess ambient light washes out the image and it becomes difficult or impossible to see details in dark areas, lower the gamma setting to compensate. This improves contrast while maintaining good details for blacks. Conversely, if the image is washed out and unnatural, with excessive detail in black areas, increase the setting.
- **Mode:** With the D-73d, two Gamma adjustment modes are available: Simple or Advanced. The two modes are mutually exclusive; when you select the Simple mode, the Advanced selection in the Gamma menu is grayed out. Likewise, when you select Advanced, the Simple selection is grayed out.
- **Simple:** Use the Simple Gamma control to perform gamma correction at the display according to a simple power law gamma function. The value chosen here corresponds to the power variable in this equation:

$$\text{Output} = \text{Input}^{\text{Power}}$$

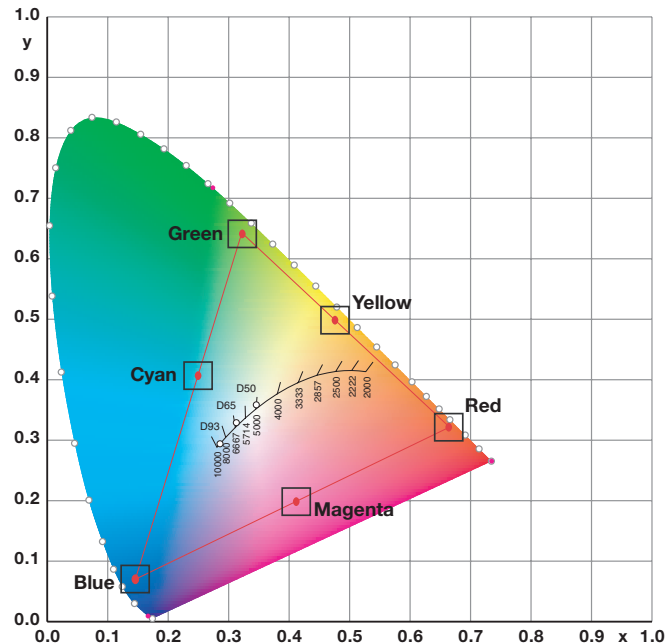
The DHD Controller applies this gamma curve to all three primary color channels (red, green and blue).

- **Advanced:** To select a custom gamma curve, select Mode from the Gamma menu and set it to Advanced. Then, select Advanced from the Gamma menu to select one of up to 20 pre-programmed gamma tables. Custom gamma tables provide the ability to perform complex, non-linear gamma correction on each primary color channel independently of the others.

Calibration
<b>ISF Settings</b>
Display Color
Input Image
Input Color
Save ISF Night
Save ISF Day
Copy/Paste
Output Shift
Image Alignment
Splash Configure
OSD Position

- **Color Temp:** Select Color Temp from the Display Color - Common Settings menu to adjust the color temperature. Color temperature establishes the “color of gray” by adjusting the 75% white point to various color points.

**What are “color points?”** A “color point” is an x/y coordinate pair that defines a color’s location on the standard CIE chromaticity graph, shown in Figure 4-7. (CIE stands for “Commission Internationale de l’Éclairage” (International Commission on Illumination), the organization responsible for color measurement and management standards.)



**Figure 4-7. CIE 1931 Chromaticity Diagram**

- **Simple:** Select Simple (5500K, 6500K, 7500K or 9300K) mode from the Color Temp menu (with the D-73d, this is the only choice) to choose one of four color temperature presets: 5500K, 6500K, 7500K and 9300K. The default setting, 6500K, is appropriate for most situations. Higher settings produce a “bluer” picture; lower ones impart a reddish hue to the image.

Table 4-2 lists the x- and y-coordinates for each color temperature preset in “Simple” mode.

**Table 4-2. Color Temperature Presets and Associated Color Points**

Color Temperature Preset	Associated x/y Values	
	x	y
5500K	0.332	0.348
6500K	0.313	0.329
7500K	0.299	0.315
9300K	0.284	0.298



- **Color Gamut:** Select Color Gamut from the Display Color - Common Settings menu to select a color gamut (range) that may be different from the default color gamut.

Each setting defines the precise hue of each primary (red, green and blue) and secondary (yellow, cyan and magenta) color component used to generate the millions of colors produced in displays. Changing this setting relocates the “triangle” for possible colors (see Figure 4-7). For example, changing the x/y coordinates for red moves the color closer to either orange or violet, which in turn affects all displayed colors having a red component.



*The DHD Controller uses the Color Gamut settings for all display modes on a given input.*

- **Auto** automatically chooses the appropriate color gamut:
  - **SMPTE C** for NTSC, 480i and 480p sources.
  - **EBU** for PAL, SECAM, 576i and 576p sources.
  - **REC709** for all other sources.
- Select **REC709** to use the color gamut defined in ITU-R BT.709-5.
- Select **SMPTE-C** to use the color gamut defined in SMPTE 170M-1999.
- Select **EBU** to use the color gamut defined in EBU Tech. 3213-E.
- Select **Native** to use REC709 for cyan, magenta, and yellow and uncorrected values for red, green, and blue.
- Select **PCE** to use the Personal Color Equalizer feature of the D-73d. PCE lets you define a custom color gamut. Refer to the next section, **PCE**, for instructions on how to do this.

Table 4-3 lists the Color Gamut settings and associated x- and y-coordinates for each primary and secondary color component.

**Table 4-3. x/y Color Gamut Values**

Primary Color	Color Gamut Settings and Associated x/y Values					
	REC709		SMPTE “C”		EBU	
	x	y	x	y	x	y
Red	0.640	0.330	0.635	0.340	0.640	0.330
Yellow	0.419	0.505	0.421	0.506	0.418	0.502
Green	0.300	0.600	0.305	0.595	0.290	0.600
Cyan	0.225	0.329	0.228	0.326	0.220	0.329
Blue	0.150	0.060	0.155	0.070	0.150	0.060
Magenta	0.321	0.154	0.318	0.162	0.328	0.158

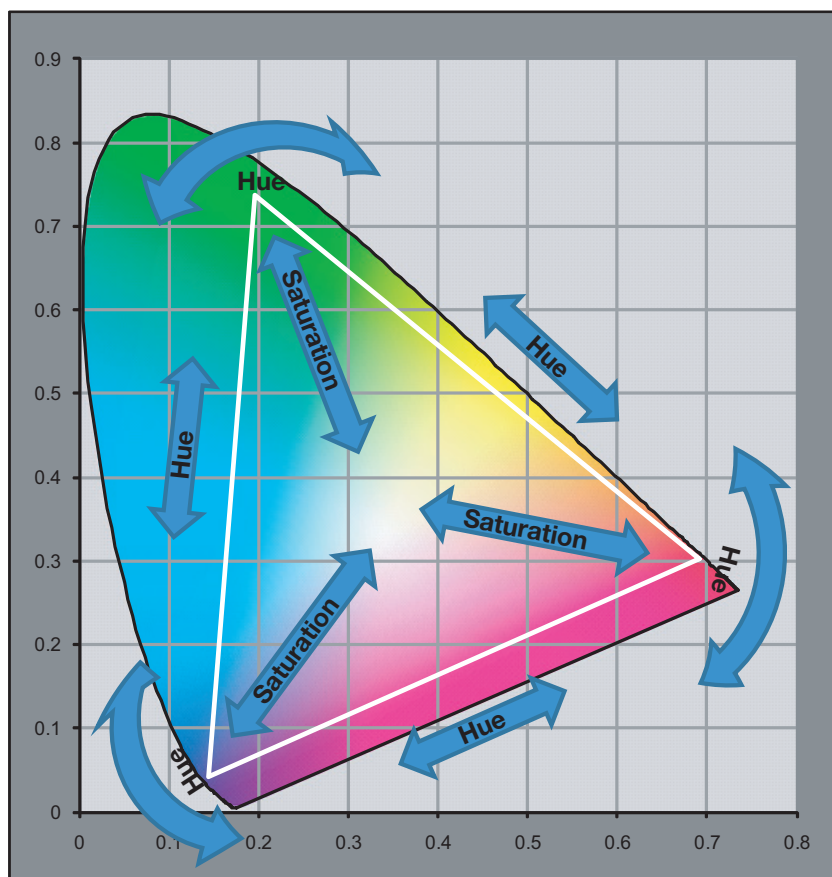
- **PCE:** To use the Personal Color Equalizer to define a custom color gamut, choose the “PCE” Color Gamut setting (refer to **Color Gamut** on page 81). Then, choose PCE from the Display Color - Common Settings menu and press **ENTER**.

**Note**

The DHD Controller uses the PCE settings for all display modes on a given input.

- **Hue/Saturation/Level:** PCE provides the ability to define a custom color gamut in terms of primary (red, green and blue) and secondary (yellow, cyan and magenta) color hues, saturation and level (brightness).

Each control operates only on the color specified. Surrounding colors are linearly interpolated based on their distance from each of these colors. In the CIE 1931 Yxy coordinate system (see Figure 4-8), Hue rotates the color coordinates around the white point, Saturation adjusts the coordinate's distance from white and Level adjusts the luminance (Y) of the color relative to white.



**Figure 4-8. Effect of PCE Hue and Saturation Controls**

- **White Balance:** To precisely adjust the white point associated with the custom color gamut, choose White Balance from the PCE sub-menu. These controls operate identically to the Gain controls in the Display Color - Common Settings menu (described on page 79).

**Display Color - Projector Settings:** These settings are also saved independently for each input and display mode.

- **SatCo (BrilliantColor™):** Select SatCo (BrilliantColor™) from the Display Color - Projector Settings menu to enable (On) or disable (Off) BrilliantColor processing, which improves brightness in grays and secondary colors.
- **ConstantContrast:** Select ConstantContrast from the Display Color - Projector Settings menu to enable (**On**) or disable (**Off**) ConstantContrast in the optical engine. ConstantContrast uses a dynamic iris that modulates light to the DMD based on the actual content of the video material. Runco recommends that you disable ConstantContrast before adjusting Brightness, Contrast or other image settings.
- **Engine Configuration:** By default (and by design), the D-73d produces 2D images that are almost twice as bright as 3D images. If this is not desirable, choose Engine Configuration from the Display Color - Projector Settings menu and set it to **Single**. With this setting, the difference in brightness between 2D and 3D modes is much less noticeable.

**Input Image:** The Input Image controls are functionally similar to those in the Picture menu (refer to page 70), but are accessible only by entering the Calibration menu passcode.



**Note**

*The Input Image settings establish the “zero point” for the Picture menu settings, whose values represent offsets from the Input Image settings. For example, if you set Brightness to 10 in this menu, setting Brightness to 10 in the Picture menu results in an actual setting value of 20 (10+10).*

**Input Color:** The Input Color controls are similar to those in the Display Color menu (see above), but adjust the color balance of the incoming signal. These settings are also saved independently for each input and display mode.

- **Gain/Offset (HD1, HD2 and Component/SCART inputs only):** These controls operate similarly to those in the **Display Color - Common Settings** menu (described on page 79), but affect the Y, Pb and Pr signal components rather than the red, green and blue channels.
- **Chroma Delay:** use the Chroma Delay control to correct a mis-aligned image from a composite video source. Chroma delay in an image causes color shifts to occur to the left of the vertical edge transitions, producing artificial shadows or a “halo” effect. If necessary, adjust this setting to eliminate them.
- **Noise Filter:** To apply noise filtering to the input signal, select Noise Filter from the Input Color menu. The Noise Filter is useful for clearing up noisy images from 480i video sources.

Use the left- or right-arrow buttons to select the desired amount of noise reduction, keeping in mind that higher settings (which reduce high frequencies) may also “soften” the image.

**Save ISF Night/Save ISF Day:** Whenever you make a change to the ISF settings, you should always save it. Select Save ISF Night or Save ISF Day from the Calibration menu to do this.

Copy/Paste	
Memory Preset	
Aspect Ratio	

Memory Preset	
Copy Settings	
Paste Settings	
Copied From:	
Input Source	HDMI 1
Signal Format	1080p/60
Memory Preset	ISF Night

**Copy/Paste - Memory Preset:** You can copy and paste settings from one memory preset to another. This gives you a convenient starting point for creating a new preset based on an existing one, to make the calibration process less time-consuming.

For example, you can use the Copy/Paste Memory Preset feature to:

- Apply settings from HDMI 1 to HDMI 2, or from HD1 to HD2.
- Calibrate an input for 720p source signals, then use those settings for 1080i sources.
- Duplicate ISF Night settings for a given source and signal format and save them in the Custom 1 memory preset.

To use this feature, select Copy/Paste from the Calibration menu, then select Memory Preset.

- **Memory Preset - Copy Settings:** Select Copy Settings from the Copy/Paste Memory Preset menu to place the settings for the current input source, signal format (resolution and frame rate) and memory preset onto a “clipboard,” which is a temporary memory location. When you do, the message “Settings Copied” briefly appears on-screen. The Copy/Paste menu then re-appears, indicating the source of the copied settings.



**Note**

*Copied settings are not retained after a power cycle.*

- **Memory Preset - Paste Settings:** To apply the settings on the clipboard to a different input source, signal format and/or memory preset, do **any or all** of the following:
  - Switch to another input (for example, from HD1 to HD2).
  - Change the output signal format at the source (for example, from 720p/60 to 1080i/60).
  - Switch to another Memory Preset (for example, from ISF Night to Custom 1).

Then, select Paste Settings from the Copy/Paste Memory Preset menu. **If you want to keep these new settings, you must save them!** (Refer to **Save ISF Night/Save ISF Day** on page 83 or **Memory Presets** on page 76.)

**Copy/Paste - Aspect Ratio:** You can also copy and paste certain settings, such as those for Output Shift and Image Alignment (refer to page 85) from one aspect ratio or “screen” (refer to **Screen** on page 70) to another.

To do this, select Copy/Paste from the Calibration menu, then select Aspect Ratio.

- **Aspect Ratio - Copy Settings:** Select Copy Settings from the Copy/Paste Aspect Ratio menu to place the Output Shift and Image Alignment settings for the current aspect ratio onto a “clipboard,” which is a temporary memory location. When you do, the message “Settings Copied” briefly appears on-screen. The Copy/Paste menu then re-appears, indicating the source of the copied settings.



**Note**

*Copied settings are not retained after a power cycle.*

Copy/Paste	
Memory Preset	
Aspect Ratio	

Aspect Ratio	
Copy Settings	
Paste Settings	
Copied From:	
Aspect Ratio	16:9
Screen	Screen 1

- **Aspect Ratio - Paste Settings:** To apply the Output Shift and Image Alignment settings on the clipboard to a different aspect ratio and/or screen, do **either** of the following:
  - Switch to another aspect ratio (for example, from 16:9 to Cinema).
  - Switch from Screen 1 to Screen 2 or vice versa.

Then, select Paste Settings from the Copy/Paste Aspect Ratio menu. The new settings are saved automatically.

**Output Shift:** The controls in the Output Shift menu are similar to those in the Input Position menu, except that they change the characteristics of the output signal. These settings are saved independently **for each aspect ratio**.

**Image Alignment:** Use the controls in the Image Alignment menu to ensure that the output images from the Primary and Secondary optical engines are perfectly rectangular and aligned with each other. For detailed instructions, refer to **Adjusting the Image Geometry** on page 61.

**Adjustment Mode:** By default, any command or control message you send using the remote control, front-panel keypad or RS-232 interface is acted upon by **both** the Primary and Secondary DHD Controllers. In some cases — for example, when aligning the output images from the two optical engines — you may need to address a command to only the Primary or Secondary DHD Controller (that is, adjust only the “left eye” or “right eye” image). To do this, select Adjustment Mode from the Calibration menu and set it to **Primary** or **Secondary**. The Main Menu title changes to “Runco Video (Pri.)” or “Runco Video (Sec.)” when you do this.

**Splash Configure:** Use the Splash Configure menu to control the appearance and behavior of the “splash” screen that appears on the display upon power-up.

- **Owner Name/ISF Calibrated/ISF Other:** You can have the D-73d display the owner’s name, your name, the phrase “ISF Calibrated” and/or any other string, up to 30 characters in length.

Use the up or down cursor button to select a character. Use the right and left cursor buttons to change the cursor position. Press **MENU** when you have finished entering text.

- **Splash Timer:** When you turn on the D-73d, it projects a welcome screen with the Runco and ISF logos, along with the personalized information you enter as described above. Select Splash Timer from the Splash Configure menu to set the amount of time for which this screen appears. The range is from 5 to 60 seconds, in one-second increments. Press ◀ or ▶ to set the timer, then press **MENU**.
- **Splash Enable:** When you have finished customizing the splash screen, select Splash Enable from the Splash Configure menu. Then, select On and press **ENTER**.

**OSD Position:** To adjust the position of the OSD, select OSD Position from the Calibration menu and press **ENTER**.

Press ▲ or ▼ to select “Hor.” or “Ver.” Then, press ◀ or ▶ to change the position.

**Service** ➤ Use the Service menu to access advanced projector configuration settings. **This menu should be used by ISF-certified technicians only.**

Service
Test Video
Input Names
Display Device
Network
Color Space
Triggers
Miscellaneous
Sync Threshold
HDMI
Front Panel Brightness
Auto Power Off
Standby Mode
System Reset



**Note**

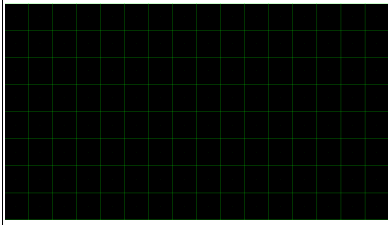
*You must enter a passcode to access the Service menu.*

**Test Video:** Select Test Video from the Service Menu to access the internal test patterns on the DHD Controller. Table 4-4 lists the available test patterns and describes their suggested usage.

**Table 4-4. Test Patterns and Their Suggested Usage**

	Pattern	Suggested Usage
<b>Color Bars 1</b>		Use this pattern when making color saturation and tint adjustments.
<b>Color Bars 2</b>		Use this pattern when making color saturation and tint adjustments.
<b>Focus</b>		Use this pattern when adjusting the focus.
<b>Grey Bars</b>		Use this pattern when making brightness, contrast or white balance (gain/offset) adjustments.

**Table 4-4. Test Patterns and Their Suggested Usage**

Pattern	Suggested Usage
<p><b>Primary Alignment</b>  <b>Secondary Alignment</b>  <b>Dual Alignment</b></p> 	<p>Use this pattern when aligning the output from the projector's primary or secondary optical engines (refer to <b>Power-Up Sequence and Optical Alignment Procedure</b> on page 51). Select Dual Alignment to have both optical engines output this pattern.</p>

Press **MENU** to exit test pattern mode.

**Input Names:** You can give each input a descriptive name. For example, you may want to change the default input name to the type of source component connected to it: "VCR," "DVD," "Laptop" et cetera. Input names can be up to 12 characters long.

To edit an input name, select Input Names from the Service menu. Press **▲** or **▼** to select an input and press **ENTER**. Use the **▲** or **▼** buttons to change a character; press **◀** or **▶** to select a character to change. When you have finished editing the input name, press **ENTER** or **MENU**.

To restore the default input name, press **▼** repeatedly to highlight that input name in the "Restore" column. Then, press **ENTER**.

Input Names	
	Restore
Composite 1	Composite 1
Composite 2	Composite 2
Composite 3	Composite 3
Component	Component
HD 1	HD 1
HD 2	HD 2
SCART	SCART
HDMI 1	HDMI 1
HDMI 2	HDMI 2
HDMI 3	HDMI 3
HDMI 4	HDMI 4

**Display Device - Configure:** The options in the Display Device - Configure menu allow you to change the picture orientation, perform lens adjustments or access other, display-device specific functions.

- **Installation – Orientation:** Select Picture Orientation from the Display Device - Configure menu, then select Orientation to change the picture orientation to suit the method of installation (Floor Front, Floor Rear, Ceiling Front or Ceiling Rear). Or, for front-projection installations, use the **Auto** setting to have the projector automatically determine the orientation (floor or ceiling) using an internal sensor.
- **Lamp Info.:** Select Lamp Info. from the Display Device - Configure menu to see the projector serial number.
- **Diagnostics:** Select Diagnostics from the Display Device - Configure menu, then select Red, Green, Blue, Yellow, Cyan or Magenta to display only that color channel (simulating a filter of that color). This can be useful for calibration or measurement purposes.

To restore the normal picture (all colors), select White.

- **Altitude:** Select Altitude from the Display Device - Configure menu to control the operation of the projector's cooling fan.

In most cases, the default setting (**Auto**) will maintain the correct operating temperature. If the display frequently turns off due to overheating, or in certain high-altitude operating environments, you may need to change this setting to **High**.

**Network:** The options in the Network menu allow you to configure the network communication features.

- **IP Configuration:** Select IP Configuration from the Network menu to either set the IP address, subnet mask and default gateway of the DHD Controller manually or obtain these settings automatically, from a DHCP (Dynamic Host Configuration Protocol) server. (Most broadband routers and gateways support DHCP.) You can also test the network connection from this menu.
- **DHCP:** To enable the DHCP client in the DHD Controller, select DHCP from the IP Configuration menu and set it to **On**. With this setting, the DHD Controller's IP address, subnet mask and default gateway are assigned by the local DHCP server.

To manually configure these values, set DHCP to **Off**.



**Note**

*The IP Address, Subnet Mask and Default Gateway items in the IP Configuration menu are disabled (grayed out) when DHCP is enabled.*

- **IP Address:** Select IP Address from the IP Configuration menu to manually configure the IP Address of the DHD Controller, as follows:
  1. Press ▲ or ▼ to select the first, second, third or fourth byte of the address.
  2. Press ► or ◀ to set the value of that byte. The range is from 0 to 255 inclusive.
  3. Repeat Steps 1 and 2 for all four bytes of the address.
  4. Press **MENU** when you have finished setting the address.
- **Subnet Mask:** Select Subnet Mask from the IP Configuration menu to manually configure the IP subnet mask. The procedure is similar to that for setting the IP address.
- **Default Gateway:** Select Default Gateway from the IP Configuration menu to manually configure the default IP gateway. The procedure is similar to that for setting the IP address.
- **Communication Test:** Select Communication Test from the IP Configuration menu to verify proper operation of the network communication link.

To start the test, select Start Test from the Communication Test menu. The DHD Controller displays the message "Performing Communication Test." When the test completes, the DHD Controller displays either "Failed" (along with the error that occurred) or "Succeeded."

- **Auto Firmware Upgrade:** Select Auto Firmware Upgrade from the Network menu to enable automatic detection of a newer version of the DHD Controller firmware. If one is found, you can configure the DHD Controller to install it automatically. These features make it easier to keep your DHD Controller firmware up-to-date.
- **Auto Check For New Firmware:** To have the DHD Controller automatically check for firmware updates at periodic intervals, select Auto Check for New Firmware from the Auto Firmware Upgrade menu and set it to **On**. If you prefer to do this manually, set it to **Off** and use the Check For New Firmware sub-menu (described below).
- **Auto Perform Upgrade:** If the "Auto Check For New Firmware" process determines that a newer firmware version than the one currently installed is available, you can have the DHD Controller automatically download and install it. To do this, select Auto Perform Upgrade from the Auto Firmware Upgrade menu and set it to **On**. The upgrade will occur the next time the DHD Controller is "power-cycled" (powered off, then on again).



If you prefer to do this manually, set it to **Off**. The DHD Controller will ask if you want to perform the upgrade the next time it is power-cycled.

- **Check For New Firmware:** To have the DHD Controller check for new firmware on demand (and perform an upgrade if it finds a new version), select Check For New Firmware from the Auto Firmware Upgrade menu. If the DHD Controller finds a new firmware version, select **Yes** to perform the upgrade or **No** to return to the previous menu.
- **E-Mail Notification:** Select E-Mail Notification from the Network menu to specify when and to whom the DHD Controller sends error and service notification messages via e-mail.

The notification messages are in the following format:

```
To: [E-Mail Address; see below]
From: do-not-reply@runco.com
Subject: [Type of notification] from Runco DHD4
Body:
```

This is an automated message sent from the Runco DHD4:

```
Notification: [One of the following:
               "DHD Error" / "Display Error"
               "Periodic Service Notification"
               "Lamp Life Notification" / "Calibration Data"]
```

```
Detailed Description: [ If a DHD Error, one of the following:
                       "Fan Failure 1" / "Fan Failure 2"
                       "Overtemp 1" / "Overtemp 2"
                       "Initialization Failure"
```

```
If a Display Error, a device-specific
error message such as "Lamp Door Open"
```

```
If a Periodic Service Notification, the elapsed
time since the last notification
```

```
If a Lamp Life Notification, the number of hours
the lamp has been in service
```

```
If a Calibration Data message,
"See Attached File" ]
```

```
Serial Number: [DHD Controller serial number]
Customer Information: [From "Customer Information" sub-menu;
                      see below]
```

Best Regards,

Runco International, LLC  
1195 NW Compton Drive  
Beaverton, OR 97006  
1-800-237-8262

- **E-Mail Address:** To specify the destination e-mail address for error and service notifications, select E-Mail Address from the E-Mail Notification menu. The procedure is similar to that for setting the IP address (refer to **IP Configuration** on page 88). Enter up to 45 alphanumeric characters.

- **Error Notification:** To have the DHD Controller send a message to the destination e-mail address when a “DHD Error” or “Display Error” occurs, select Error Notification from the E-Mail Notification menu and set it to **On**.
- **Error Notification to Runco:** To have the DHD Controller send an e-mail message to Runco Customer Support when a “DHD Error” or “Display Error” occurs, select Error Notification to Runco from the E-Mail Notification menu and set it to **On**.
- **Periodic Service Notification:** You can have the DHD Controller send periodic reminders via e-mail to perform regular maintenance tasks. To do this:
  1. Select Periodic Service Notification from the E-Mail Notification menu.
  2. Highlight **Enable** and press **ENTER**.
  3. Highlight **On** and press **ENTER**.
  4. Press **MENU**.
  5. Highlight **Timer** and press **ENTER**.
  6. Press **▶** or **◀** to set the notification interval in months. The range is from 1 to 255 inclusive; the default is 12 months.
  7. Press **MENU**.
- **Lamp Life Notification:** To have the DHD Controller send a message to the destination e-mail address when the lamp hour counter reaches a certain threshold, select Lamp Life Notification from the E-Mail Notification menu. Then:
  1. Highlight **Enable** and press **ENTER**.
  2. Highlight **On** and press **ENTER**.
  3. Press **MENU**.
  4. Highlight **Lamp Hours** and press **ENTER**.
  5. Press **▶** or **◀** to set the notification threshold in hours. The range is from 100 to 10,000 hours; the default is 1,000 hours.
  6. Press **MENU**.
- **Customer Information:** Select Customer Information from the E-Mail Notification menu to supply this information to the DHD Controller, which includes it in all e-mail notification messages. Six lines (up to 30 characters per line) of text are provided; use them however you wish.
  1. Press **▲** or **▼** repeatedly to select a line of text to edit.
  2. Press **ENTER**.
  3. Press **▲** or **▼** repeatedly to set the highlighted character.
  4. Press **▶** (or **◀**) to select the next (or previous) character. Use the **▲** and **▼** buttons to change it.
  5. Press **ENTER** when you have finished editing that line of text.
  6. Repeat Steps 1 through 5 for each line of text you want to edit.
  7. Press **MENU** when you have finished entering customer information.
- **E-Mail Calibration Data:** To have the DHD Controller collect all calibration data, attach it to a message and send it to the destination e-mail address, select E-Mail Calibration Data from the E-Mail Notification menu. To confirm this action, select **Yes** and press **ENTER**.

To cancel and return to the previous menu, select **No**.

- **Remote Network Control:** Select Remote Network Control from the Network menu to enable or disable control of the DHD Controller via an IP connection (typically using a web browser). Set it to **On** to allow all incoming remote network connectivity. Set it to **Off** to disable any incoming network communication that was not initiated by the DHD Controller.

**Note**

*This setting has no effect on the E-Mail Notification or Auto Firmware Upgrade functions.*

**Color Space:** Select Color Space from the Service menu to choose the color space of the source signal for HDMI, RGB, and component connections.

- The default setting, **Auto**, functions as follows:
  - **HDMI:** If the Auxiliary Video Information (AVI) infoframe contains color space and/or range data, the DHD Controller uses that information. Otherwise, for RGB sources, the DHD Controller uses the **RGB-Video** color space. For component SDTV and EDTV resolutions, **REC601** is used. For other component video resolutions, **REC709** is used.
  - **RGB:** If Hsync or Vsync signals are present, the DHD Controller uses the **RGB-PC** color space. Otherwise, **REC601** is used for SDTV and EDTV sources, and **REC709** for all other sources.
  - **Component:** For SDTV and EDTV resolutions, the DHD Controller uses the **REC601** color space. For all other resolutions, REC709 is used.

In most cases, the **Auto** setting determines the correct color space to use. If it does not, you can force the DHD Controller to use a specific color space. Choose one of the following:

- **REC709** sets the color space matrix to that defined in ITU-R BT.709.
- **REC601** sets the color space matrix to that defined in ITU-R BT.601.
- **RGB-PC** uses RGB color space and sets black at 0,0,0 RGB and white at 255,255,255 RGB, assuming an 8-bit image.
- **RGB-Video** uses RGB color space and sets black at 16,16,16 RGB and white at 235,235,235, assuming an 8-bit image, to correspond to the luminance values defined in digital component standards.

**Triggers:** Select Triggers from the Service menu to configure the 12-volt trigger outputs. You can assign one or more trigger outputs to each aspect ratio. Those triggers are then activated by selecting that aspect ratio.

**Miscellaneous:** Select Miscellaneous from the Service menu to set the following options:

- **Language:** Select Language from the Miscellaneous menu and press the up- or down-arrows to select the OSD Language (English, Français, Deutsch, Italiano, Español, Svenska, 简体中文 (Simplified Chinese), 繁體中文 (Traditional Chinese), Português, Русский (Russian), 日本語 (Japanese) or 한국어 (Korean).
- **OSD Timer:** Select OSD Timer from the Miscellaneous menu to set the OSD Timer, which controls how long the menus remain on-screen after selecting them. Select from 5 to 60 seconds, in one-second increments. Or, set the timer to 0 (disabled) if you want the menus to remain on-screen indefinitely.

- **OSD Messages:** When you select a new aspect ratio, input source or memory preset, the DHD Controller briefly displays an on-screen message confirming your new selection. To prevent the display of these messages, select OSD Messages from the Miscellaneous menu to and set it to **Off**.
- **Blank Screen Color:** Select Blank Screen Color from the Miscellaneous menu to select the color that appears when no incoming signal is present. The range is from 0 to 255 inclusive for each color component (red, green and blue).
- **Sidebar Color:** Select Sidebar Color from the Miscellaneous menu to change the color of the inactive image area. The range is from 0 to 255 inclusive for each color component (red, green and blue). The inactive image area is on either side of the active image area when using the 4:3 aspect ratio.
- **Film Mode:** Use Film Mode to smooth out moving images from interlaced, standard-definition (SD) sources. In most cases, the DHD Controller detects the proper “pull-down” rate and vertical frequency. However, if your source is jittery and/or tearing you may want to enable Film Mode to ensure stable processing for that source.
- **CUE (Chroma Upsampling Error) Correction:** Some DVD players use MPEG decoders that do not correctly “upsample” the 4:2:0 format chroma information on the DVD to the 4:2:2 or 4:4:4 format required by the video encoder of the display device.

This so-called “chroma bug” sometimes causes streaky or spiky horizontal lines running through the chroma channel. It is most noticeable in static, interlaced scenes and on diagonal edges (especially red ones). Set CUE to **On** to correct this issue.

- **Remote Code:** Select Remote Code from the Miscellaneous menu to set the infrared (IR) code set to which the DHD Controller will respond. By default, it is set to 17. You can change this setting if either:
  - Another device in the theater (a DVD player, for example) is responding to commands from the DHD Controller remote control (Figure 2-8) in ways that are unpredictable or undesirable.
  - You have multiple DHD Controllers and want to control them independently, as opposed to broadcasting commands from a single remote to all of them. In this scenario, you can use multiple remotes programmed to use different IR codes. Or, you can use a single remote and change the IR code as needed to address a specific DHD Controller.

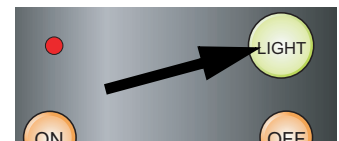


**Tip**

*Use the DHD Controller front-panel keypad to change the IR code to which the controller will respond. Then, change the code sent by the remote to match as described below.*

When you change a remote code on the DHD Controller, you must re-program the DHD Controller remote control to send that same code. To do this:

1. Press and hold the **LIGHT** button on the remote control for approximately three seconds, or until the LED on the remote lights solid red.



2. Enter a new two-digit code between 00 and 31 inclusive. Include a leading zero for single-digit codes; for example, enter 9 as “09.”
3. The LED turns off to confirm the code change. If you enter an invalid code, the LED flashes for three or four seconds. Try again, entering a valid code.

**Sync Threshold:** Select Sync Threshold to adjust the threshold at which negative pulses on the component video green/luma channel are interpreted to be sync pulses.

Sync Threshold adjustment is occasionally necessary when a DVD player or HDTV source signal drops “below black” (for example, during scenes with explosions or when subtitles are present) and causes the projector to temporarily lose sync. If the sync level from the source is persistently too low, the display device won’t sync with the source at all.

The range is from 0 (approximately 60 millivolts (mV)) to 15 (approximately 300 mV).

**HDMI:** Select HDMI from the Service menu to set the following options affecting communication between HDMI sources, the DHD Controller and the D-73d.

- **HDMI EDID Extension:** Extended display identification data (EDID) is a data structure provided by a display device to describe its capabilities to a graphics card. It is what enables a modern personal computer to know what kind of monitor is connected.

Some modern display devices provide more information via EDID than others, in the form of “extensions.” Some computer graphics cards do recognize or properly interpret this extended EDID information.

Select HDMI EDID Extension from the HDMI menu to specify whether or not the EDID extensions from the display device are passed through to the 3Dimension Processor and to the sources connected to the HDMI 1, HDMI 2, HDMI 3 or HDMI 4 inputs. By default, the extensions are on. Change these settings only if HDMI EDID incompatibility issues arise.

- **Audio Format:** Select Audio Format from the HDMI menu to choose an option for routing the audio signal from an HDMI source. With the D-73d, the recommended setting is **HDMI Out (Audio Only)**. (This is also the default setting.)
- **CEC:** This control chooses whether or not the DHD Controller responds to HDMI CEC control messages from a disc player, set-top box or other HDMI source. It also enables or disables communication between the Primary DHD Controller and the 3Dimension Processor.

The default setting is **On**. For more information about CEC, refer to **Using HDMI CEC Messages** on page 112.



**Caution**

**Do not set CEC to “Off” unless specifically instructed to do so by Runco Technical Support.** If you do, the system will not work properly.



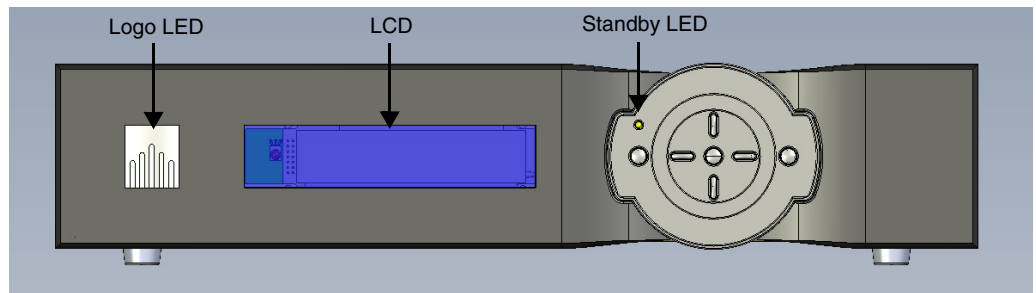
**Note**

The DHD Controller does not transmit HDMI CEC control messages from the “HDMI Audio Out” connector, regardless of the CEC setting.

- **HPD Toggle Rejection:** Select HPD Toggle Rejection from the HDMI menu to specify whether or not the DHD Controller ignores extraneous Hot Plug Detect (HPD) signal state changes from a downstream HDMI device (third-party display or audio/video receiver).

The default setting is **Off**. Set it to **On** when troubleshooting compatibility issues or to reduce the amount of time needed to lock to an incoming signal.

**Front Panel Brightness:** Select Front Panel Brightness from the Service menu to adjust the brightness of the front-panel LED and LCD status indicators.



- **Logo LED:** Select Logo LED from the Front Panel Brightness menu to adjust the brightness of the large, illuminated logo on the left side of the display. The range is from 0 (off) to 31.



**Note**

*During a firmware upgrade, this LED lights at full brightness regardless of the Logo LED setting.*

- **Standby LED:** Select Standby LED from the Front Panel Brightness menu to change the behavior of the front-panel STANDBY indicator LED. When set to ON, the LED lights amber when the system is in standby mode; otherwise, it is off. When set to OFF, the LED is always off.



**Note**

*During a firmware upgrade, this LED lights at full brightness regardless of the Standby LED setting.*

- **LCD:** Select LCD from the Front Panel Brightness menu to adjust the brightness of the front-panel LCD. The range is from 0 (off) to 4.

**Auto Power Off:** Select Auto Power Off from the Service menu to have the D-73d turn itself off after a period of inactivity (no source signal present).

- **Enable:** By default, Auto Power Off is disabled. To enable it, select Enable from the Auto Power Off sub-menu and set it to On.
- **Hours:** The default time-out period is eight (8) hours; the range is from 1 to 24 hours.

---

**Standby Mode:** Select Standby Mode from the Service menu to control the DHD Controller's power management feature.

- Choose **Low Power** (the default setting) to have the DHD Controller shut down completely when it is turned off. This conserves power but increases the amount of time required by the DHD Controller to start up when it is turned on.
- **Fast Startup** is a "quick-start" mode that keeps the DHD Controller running when it is turned off, even though it appears to be in standby mode. This results in much quicker startup times but consumes more power.

**System Reset:** To reset ALL controller settings (including image settings) back to their factory defaults, choose System Reset from the Service menu.

A confirmation message appears. Select Yes to continue with the reset or select No to cancel.



**Caution**

***This action is not undoable. Proceed with caution!*** Before you perform a System Reset, save your "Custom" Memory Presets (page 76) and ISF Day/Night Memory Presets (page 83).

**Notes:**



# 5. Maintenance and Troubleshooting

The D-73d Series LED 3-D Home Theater Projection System does not require any routine maintenance to speak of, with the exception of switching, cleaning or replacing the polarizing filters in front of each primary lens. There are no other user-serviceable or -replaceable parts. Unless you are a qualified, factory-trained Runco technician, **do not attempt to repair or replace any system component yourself.** You will void the product warranty if you do so.

## ◀ Maintenance

**Switching, Cleaning or Replacing the Polarizers:** For a rear-projection installation with zero or two mirrors, you must switch the left and right polarizers on the projector to maintain proper 3D imaging.

If the polarizers become dirty over time, or are scratched or otherwise damaged, it may be necessary to clean or replace them.

Proceed as follows to remove the polarizers from the projector in order to switch, clean or replace them.

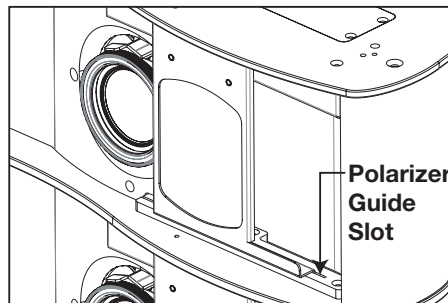
1. Remove the anamorphic lens (if present) in front of the polarizer.
2. Loosen the captive screws securing the polarizer to the transport plate to which it is attached. Use a screwdriver with a "P1" Phillips blade.
3. Remove the polarizer.
4. Clean the polarizer with a soft, cotton or flannel cloth or, if it needs replacing, discard it.



### Caution

**Do not under any circumstances use solvents such as benzene or thinner to clean the polarizers.** Do not use tissue or coarse fabric. The polarizer surface is easily scratched.

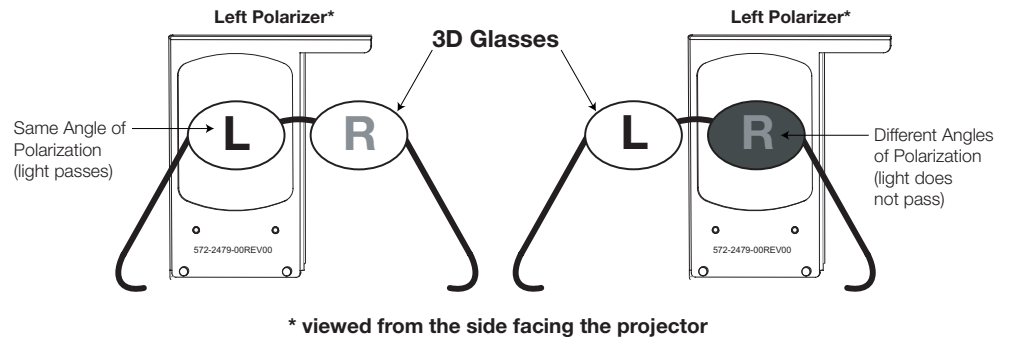
5. Install the cleaned or replacement polarizer on the transport plate. Ensure that the guide rail at the top of the polarizer is properly seated in the polarizer guide slot on the projector.



6. Re-install the anamorphic lens, if necessary.
7. Verify proper optical alignment and, if necessary, perform the procedure described in Table 3-6.

**Identifying the Left and Right Polarizers:** Although the left and right polarizers have very different optical characteristics, they appear to be identical. As a result, once you remove them from the projector it may be difficult to tell them apart. Use the following technique to verify which one is which:

1. Place the polarizer on a clean, smooth, flat surface with the side that faces the projector facing up.
2. Hold a pair of 3D glasses above the polarizer as shown here:



3. If the right lens on the glasses turns black when it is above the polarizer, this tells you that the polarizer came from the left-eye optical engine on the projector.

**Troubleshooting** ➤

Table 5-1 provides some general guidelines for troubleshooting problems you may encounter with the D-73d Series LED 3-D Home Theater Projection System. If the suggested solutions fail to resolve the problem or if you encounter an issue not described here, please contact your Runco dealer or Runco Technical Support.

**Table 5-1. Troubleshooting Chart**

Symptom	Possible Cause(s)	Solution
The projector does not turn on.	<ul style="list-style-type: none"> <li>• The projector is not plugged in or the AC outlet is not active.</li> <li>• The Primary DHD Controller is not plugged in or the AC outlet is not active.</li> <li>• The remote control batteries have run out.</li> </ul>	<ul style="list-style-type: none"> <li>• Ensure that the projector is plugged in and that the AC outlet is active.</li> <li>• Ensure that the Primary DHD Controller is plugged in and that the AC outlet is active.</li> <li>• Replace the batteries.</li> </ul>
The “left-eye” optical engine does not turn on or respond to user commands. The vacuum fluorescent display on the Primary DHD Controller front panel displays the following message:  Primary Display Error Communication Failure	<ul style="list-style-type: none"> <li>• The serial connection from the Primary DHD Controller to the “left-eye” optical engine on the display is incorrect or the cable is faulty.</li> </ul>	<ul style="list-style-type: none"> <li>• Ensure that the <b>Display Control</b> (RS-232) output from the Primary DHD Controller is properly connected to the display (see Figure 3-14).</li> </ul>

**Table 5-1. Troubleshooting Chart (continued)**

Symptom	Possible Cause(s)	Solution
The “right-eye” optical engine does not turn on or respond to user commands. The vacuum fluorescent display on the Primary DHD Controller front panel displays the following message:  Secondary Display Error Communication Failure	<ul style="list-style-type: none"> <li>The serial connection from the Secondary DHD Controller to the “right-eye” optical engine on the display is incorrect or the cable is faulty.</li> </ul>	<ul style="list-style-type: none"> <li>Ensure that the <b>Display Control</b> (RS-232) output from the Secondary DHD Controller is properly connected to the display (see Figure 3-14).</li> </ul>
Neither the Secondary DHD Controller nor the “right-eye” optical engine turns on or responds to user commands. The vacuum fluorescent display on the Primary DHD Controller front panel displays the following message:  Secondary DHD Error Communication Failure	<ul style="list-style-type: none"> <li>The serial connection from the Primary DHD Controller to the Secondary DHD Controller is incorrect or the cable is faulty.</li> </ul>	<ul style="list-style-type: none"> <li>Ensure that the <b>RS-232 (To Accessory Box)</b> connectors on the Primary and Secondary DHD Controllers are connected to each other, using a known-good, “null-modem” (cross-over) cable (see Figure 3-15).</li> </ul>
The 3Dimension Processor does not turn on or respond to user commands. The vacuum fluorescent display on the Primary DHD Controller front panel displays the following message:  BAE Error Communication Failure	<ul style="list-style-type: none"> <li>The HDMI CEC connection from the Primary DHD Controller to the 3Dimension Processor is incorrect or the cable is faulty.</li> </ul>	<ul style="list-style-type: none"> <li>Ensure that the <b>HDMI 1</b> input on the Primary DHD Controller is connected to the Left HDMI output on the 3Dimension Processor, using a known-good HDMI cable (see Figure 3-15).</li> </ul>
The display and DHD Controller both turn on, but there is no picture and on-screen menus do not appear.	<ul style="list-style-type: none"> <li>Faulty or incorrect video connection from one or both DHD Controllers to the display.</li> </ul>	<ul style="list-style-type: none"> <li>Ensure that the HDMI outputs from both DHD Controllers are properly connected to the display (see Figure 3-14).</li> <li>Try a known-good and/or shorter HDMI cable.</li> </ul>
The display is on and menus appear, but there is no picture.	<ul style="list-style-type: none"> <li>Incorrect source selection.</li> <li>Source component is not turned on.</li> <li>Source component is connected incorrectly or not at all.</li> </ul>	<ul style="list-style-type: none"> <li>Select the correct source.</li> <li>Turn on the source component.</li> <li>Check connections from the source component to the 3Dimension Processor.</li> </ul>
Image is too bright and/or lacks definition in the bright areas of the image.	<ul style="list-style-type: none"> <li>Contrast is set too high.</li> </ul>	<ul style="list-style-type: none"> <li>Lower the contrast setting.</li> </ul>
Image appears “washed out” and/or dark areas appear too bright.	<ul style="list-style-type: none"> <li>Brightness is set too high.</li> </ul>	<ul style="list-style-type: none"> <li>Lower the brightness setting.</li> </ul>

**Table 5-1. Troubleshooting Chart (continued)**

Symptom	Possible Cause(s)	Solution
Colors in the image are swapped; for example, reds appear blue or vice versa.	<ul style="list-style-type: none"> <li>The Red/Pr, Green/Y or Blue/Pb outputs from the source are connected to the wrong inputs on the 3Dimension Processor.</li> </ul>	<ul style="list-style-type: none"> <li>Ensure that the source outputs are connected to the correct 3Dimension Processor input.</li> </ul>
RGB-HD or Component HD images appear “noisy” or drop out intermittently.	<ul style="list-style-type: none"> <li>Tracking and Phase settings need adjustment.</li> <li>The DHD Controller is having difficulty detecting sync pulses from the source.</li> </ul>	<ul style="list-style-type: none"> <li>Adjust Tracking and Phase settings (refer to <b>Input Position</b> on page 74).</li> <li>Adjust the Sync Threshold setting (refer to <b>Sync Threshold</b> on page 93).</li> </ul>
Computer images do not display correctly.	<ul style="list-style-type: none"> <li>The resolution and frequency of the video card in the computer are not compatible with the D-73d.</li> </ul>	<ul style="list-style-type: none"> <li>Select a compatible resolution and vertical frequency (refer to <b>Supported Timings</b> on page 120).</li> </ul>
Images from an HDMI source do not display.	<ul style="list-style-type: none"> <li>The resolution and frequency of the video card in the computer are not compatible with the D-73d.</li> <li>EDID compatibility issue.</li> <li>HDMI cable from source to 3Dimension Processor is either defective or too long.</li> </ul>	<ul style="list-style-type: none"> <li>Select a compatible resolution and vertical frequency (refer to <b>Supported Timings</b> on page 120).</li> <li>Set HDMI EDID Extension to “Off” (refer to <b>HDMI EDID Extension</b> on page 93).</li> <li>Try a known-good and/or shorter HDMI cable.</li> </ul>
Video from an HDMI source lags behind audio.	<ul style="list-style-type: none"> <li>Refer to <b>Audio/Video Synchronization Issues</b> on page 29.</li> </ul>	<ul style="list-style-type: none"> <li>Use an external A/V receiver with audio delay capability to synchronize the audio signal with the video signal.</li> </ul>
The image is too large or too small.	<ul style="list-style-type: none"> <li>Image size needs adjusting.</li> </ul>	<ul style="list-style-type: none"> <li>Adjust the image size (refer to <b>Input Position</b> on page 74).</li> </ul>
When displaying 3D content, crosstalk or “ghosting” can be seen — that is, the left eye is perceiving some of what the right eye should be seeing or vice versa.	<ul style="list-style-type: none"> <li>Primary and Secondary images are not properly aligned.</li> <li>Rear-projection installation uses second-surface mirrors that are producing faint, secondary reflections.</li> <li>Screen is not 3D-compatible (refer to <b>Choosing A Screen</b> on page 24).</li> </ul>	<ul style="list-style-type: none"> <li>Refer to <b>Power-Up Sequence and Optical Alignment Procedure</b> on page 51.</li> <li><b>Always</b> use first-surface mirrors in your rear-projection installation.</li> <li>Install a 3D-compatible screen.</li> </ul>

**Table 5-1. Troubleshooting Chart (continued)**

Symptom	Possible Cause(s)	Solution
AutoScope lens motor doesn't work.	<ul style="list-style-type: none"><li data-bbox="444 342 755 422">• The motor is not plugged in or the AC outlet is not active.</li><li data-bbox="444 428 755 508">• The motor is not connected to the trigger output on the projector.</li></ul>	<ul style="list-style-type: none"><li data-bbox="797 342 1096 422">• Ensure that the motor is plugged in and that the AC outlet is active.</li><li data-bbox="797 428 1096 541">• Check the trigger connection between the lens motor and projector (Figure 3-8).</li></ul>

**Notes:**

# 6. External Control

In addition to using the DHD Controller front-panel keypad or remote control unit, there are three methods of controlling the D-73d and DHD Controller externally:

- Using a serial (RS-232) link to send ASCII commands and receive responses to those commands.
- Using discrete infrared (IR) codes to program a third-party remote control unit.
- Using an HDMI connection to send Consumer Electronics Control (CEC) commands from a BD player or other source component that supports CEC.

The following sections describe these methods.

The DHD Controller uses a simple text-based control protocol to take requests from control devices and to provide responses to such devices. This section describes how to send control messages over a serial link between the DHD Controller and an automation/control system or a PC running terminal emulation software.

Connect your control system or PC to the RS-232 input of the Primary DHD Controller as shown in Figure 3-17.

Configure the RS-232 controller or PC serial port as follows: no parity, 8 data bits, 1 stop bit and no flow control. Set the baud rate to 19200, to match that of the DHD Controller RS-232 port.

Serial commands to the DHD Controller take the following form:

- Commands are not case-sensitive.
- For a single command that takes no parameters, type the command followed by a carriage return; for example, to set the aspect ratio to Letterbox, type `LETTERBOX <Enter>`.
- For a single command that takes a parameter, type the command, a space or a comma and the desired value followed by a carriage return; for example, to set the brightness to -10, type `BRIGHTNESS -10 <Enter>` or `BRIGHTNESS,-10 <Enter>`.
- You can also send a string of multiple commands on a single line, separated by commas. For example, `COMPOSITE,BRIGHTNESS 50,16:9 <Enter>` switches to the Composite video input, sets the brightness to 50 and sets the aspect ratio to 16:9. Command strings can be up to 255 characters long.

## 6.1 Serial Communications

### ◀ RS-232 Connection and Port Configuration

### ◀ Serial Command Syntax



#### Note

Avoid combining the `ON` or `POWER 1` commands with other commands on a single line. After sending `ON` or `POWER 1`, allow at least five (5) seconds for the DHD Controller to power up. If you have enabled the ISF splash screen (refer to **Splash Configure** on page 85), allow 15 seconds for the DHD Controller to power up.

Once it does, it will accept and properly execute multiple serial commands.

Table 6-1 lists the RS-232 command set. The “Parameter (min/max)” column shows the valid parameter ranges, or “NA” for commands that take no parameters.

When you enter a valid command, the DHD Controller executes it and acknowledges it with a plus sign on the command line (+ >). When you enter an invalid command – one that is misspelled or followed by values outside the valid range for that command – the DHD Controller ignores it and returns a minus sign (- >).

**Table 6-1. Serial Commands**

Command	Parameter (min/max)	Value Stored?	Description
<b>Power On/Off Commands</b>			
OFF	NA	NA	Turns projector off
ON	NA	NA	Turns projector on
POWER	0/1	NA	Turns projector on and off
POWER?	NA	NA	Returns power status
<b>Input Selection Commands</b>			
COMPONENT	NA	YES	Selects the Component input
COMPOSITE or COMPOSITE1	NA	YES	Selects the Composite 1 video input
COMPOSITE2	NA	YES	Selects the Composite 2 video input
COMPOSITE3	NA	YES	Selects the Composite 3 video input
HDMI1	NA	YES	Selects the HDMI 1 input
HDMI2	NA	YES	Selects the HDMI 2 input
HDMI3	NA	YES	Selects the HDMI 3 input
HDMI4	NA	YES	Selects the HDMI 4 input
HD1	NA	YES	Selects the RGB HD 1 input
HD2	NA	YES	Selects the RGB HD 2 input
INPUT?	NA	NA	Returns active input
SCART	NA	YES	Selects the SCART input



**Table 6-1. Serial Commands (continued)**

Command	Parameter (min/max)	Value Stored?	Description
<b>Aspect Ratio Commands</b>			
16:9	NA	YES	Selects the 16:9 aspect ratio
4:3	NA	YES	Selects the 4:3 aspect ratio
ASPECT?	NA	NA	Returns current aspect ratio
CINEMA	NA	YES	Selects the Cinema aspect ratio
LETTERBOX	NA	YES	Selects the Letterbox aspect ratio
NATIVE	NA	YES	Selects the Native aspect ratio
VIRTUALWIDE	NA	YES	Selects the VirtualWide aspect ratio
VIRTUALCINEMA	NA	YES	Selects the Virtual Cinema aspect ratio
<b>Picture Adjust Commands</b>			
BRIGHTNESS	-50/50	YES	Sets a value for brightness
BRIGHTNESS?	NA	NA	Returns brightness setting value
CHROMADELAY	-7/7	YES	Sets a value for input color chroma delay
CHROMADELAY?	NA	NA	Returns input color chroma delay setting
COLOR	-50/50	YES	Sets a value for color
COLOR?	NA	NA	Returns color setting value
CONTRAST	-50/50	YES	Sets a value for contrast
CONTRAST?	NA	NA	Returns contrast setting value
FILMMODE	0/1	YES	Sets Film Mode off (0) or on (1)
FILMMODE?	NA	NA	Returns Film Mode setting (0 = off; 1 = on)
FILTER	0/10	YES	Sets a value for input color noise filter
FILTER?	NA	NA	Returns input color noise filter setting
PHASE	0/31	YES	Adjusts phase
PHASE?	NA	NA	Returns phase setting value
SHARPNESS	-50/50	YES	Sets a value for sharpness
SHARPNESS?	NA	NA	Returns sharpness setting value
TINT	-50/50	YES	Sets a value for tint
TINT?	NA	NA	Returns tint setting value

**Table 6-1. Serial Commands (continued)**

Command	Parameter (min/max)	Value Stored?	Description
<b>Image Preset Commands</b>			
CUSTOM1	NA	YES	Loads "Custom 1" image preset
CUSTOM2	NA	YES	Loads "Custom 2" image preset
DAY	NA	YES	Loads "ISF Day" image preset
NIGHT	NA	YES	Loads "ISF Night" image preset
PRESET?	NA	NA	Returns currently-selected preset (ISF Day, ISF Night, Custom 1 or Custom 2)
<b>Input Position Commands</b>			
IHEIGHT	0/20	YES	Sets the value for input height
IHEIGHT?	NA	NA	Returns input height value
IHPOS	-50/50	YES	Sets a value for horizontal input position
IHPOS?	NA	NA	Returns input horizontal position value
IVPOS	-50/50	YES	Sets a value for vertical input position
IVPOS?	NA	NA	Returns input vertical position value
IWIDTH	0/50	YES	Sets the value for input width
IWIDTH?	NA	NA	Returns input horizontal width value
OVERSCAN	0/20	YES	Sets the overscan percentage
OVERSCAN?	NA	NA	Returns overscan percentage
OVERSCANMODE	0/1	YES	Sets the overscan mode (0=zoom; 1=crop)
OVERSCANMODE?	NA	NA	Returns the overscan mode (0=zoom; 1=crop)
<b>Output Shift Commands</b>			
OHEIGHT	-50/50	YES	Sets the value for output height
OHEIGHT?	NA	NA	Returns output height value
OHPOS	-50/50	YES	Sets the value for output horizontal position
OHPOS?	NA	NA	Returns output horizontal position value
OVPOS	-50/50	YES	Sets the value for output vertical position
OVPOS?	NA	NA	Returns output vertical position value
OWIDTH	-50/50	YES	Sets the value for output width
OWIDTH?	NA	NA	Returns output horizontal width value

**Table 6-1. Serial Commands (continued)**

Command	Parameter (min/max)	Value Stored?	Description
<b>Sleep Timer Commands</b>			
SLEEPTMR?	NA	NA	Returns sleep timer setting
STOFF	NA	YES	Sets the sleep timer to Off
ST30MIN	NA	YES	Sets the sleep timer to 30 minutes
ST60MIN	NA	YES	Sets the sleep timer to 60 minutes
ST90MIN	NA	YES	Sets the sleep timer to 90 minutes
ST2HRS	NA	YES	Sets the sleep timer to 2 hours
ST4HRS	NA	YES	Sets the sleep timer to 4 hours
<b>Screen Commands</b>			
SCREEN?	NA	NA	Returns the screen setting
SCREEN1	NA	NA	Sets the screen to Screen 1
SCREEN2	NA	NA	Sets the screen to Screen 2
<b>Miscellaneous Commands</b>			
DISPLAY?	NA	NA	Returns display device input source value, as follows: 1 = Auto 51 = D-73d
INRES?	NA	NA	Returns input resolution
MACADDR?	NA	NA	Returns DHD Controller MAC address
MODEL?	NA	NA	Returns product model name
OUTRES?	NA	NA	Returns output resolution
REMOTECODE	0/31	YES	Sets the remote code
REMOTECODE?	NA	NA	Returns the remote code
SERNUM?	NA	NA	Returns DHD Controller serial number
SWVER?	NA	NA	Returns software version number
SYSSTATE?	0/4	NA	Returns current system state 0 = Off 1 = Initializing 2 = On 3 = Powering Down 4 = Error
TRIGGER	1/3	YES	Assigns trigger to currently-selected aspect ratio

**Table 6-1. Serial Commands (continued)**

Command	Parameter (min/max)	Value Stored?	Description
The following serial commands are meant to emulate buttons on the remote control or DHD Controller front panel. Each button has its own serial command, so effectively it is as if you were using the IR remote only you'll be doing so via serial commands. These commands provide active OSD responses just like the IR remote.			
DOWN	NA	NA	Down-Arrow (▼) key
ENTER	NA	NA	<b>ENTER</b> key
EXIT	NA	NA	<b>EXIT</b> key
LEFT	NA	NA	Left-Arrow (◀) key
MENU	NA	NA	<b>MENU</b>
RIGHT	NA	NA	Right-Arrow (▶) key
UP	NA	NA	Up-Arrow (▲) key

## 6.2 Using Discrete IR Codes

The DHD Controller accepts commands in the form of IR signals that conform to the Phillips RC5 protocol. Each DHD Controller remote control button has an RC5 control code associated with it.

You can use these codes to program a third-party, "universal" remote control unit to work with the DHD Controller. These third-party products usually come with a computer software application for this purpose. For more information, consult the documentation provided with the remote control unit.

### **IR Command Protocol** ➤

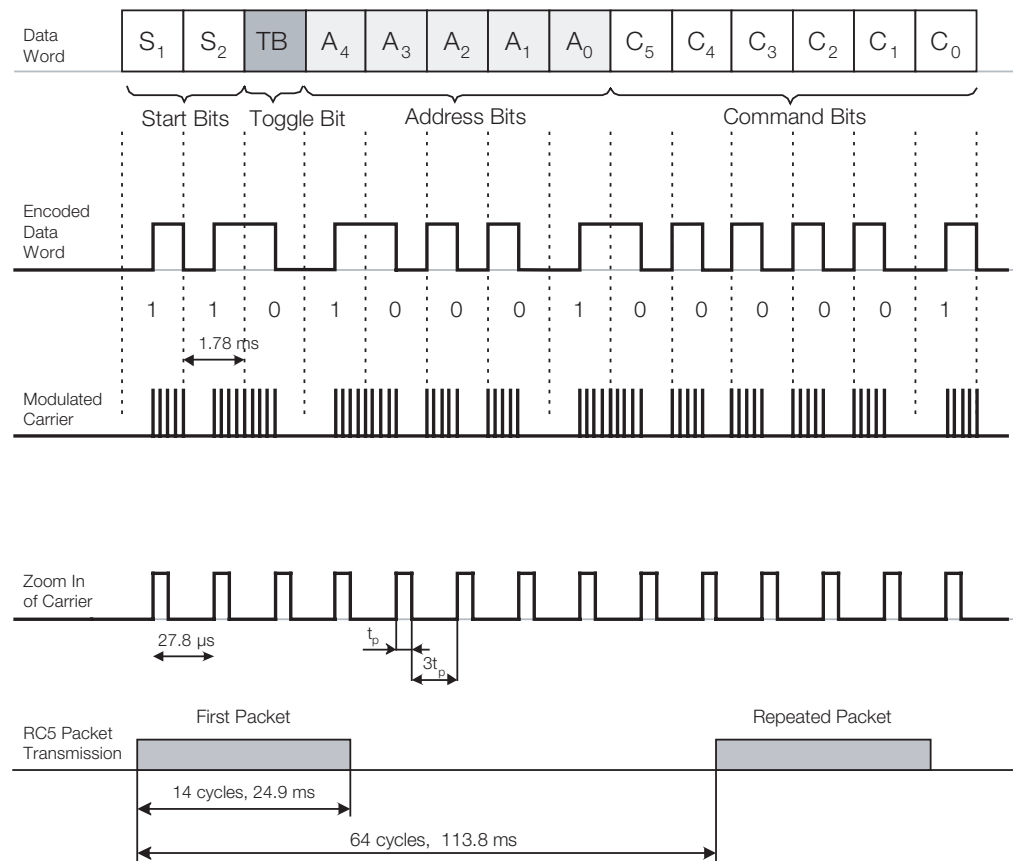
The IR control codes have the following characteristics:

- Each code consists of 14 bits:
  - Two (2) **start bits** (always 1);
  - A **toggle bit**. This bit is inverted every time a key is released and pressed again. This allows the DHD Controller to distinguish between a button that remains down and one that is pressed repeatedly.
  - Five (5) **address bits**. The default address is **17** (binary 10001). To change it, select Remote Code from the Miscellaneous menu (in the Service menu) and follow the steps given on page 92.
  - Six (6) **data bits**.
- The carrier frequency is 36 kHz, with the modulated pulses having a 25% duty cycle.
- Commands are sent at a maximum rate of 9 Hz.

For example, here is the RC5 control code for the **ON** button on the DHD Controller remote control unit (assuming the default address is used):

With Toggle Bit = 0														
Hex	3		4				4				1			
Binary	1	1	0	1	0	0	0	1	0	0	0	0	0	1
With Toggle Bit = 1														
Hex	3		C				4				1			
Binary	1	1	1	1	0	0	0	1	0	0	0	0	0	1
Function	Start Bits		Toggle Bit	Address				Command						

Figure 6-1 shows the pulse train for this command (with the toggle bit set to zero).



**Figure 6-1. RC5 Message Format**

**IR Command List** ➤ Table 6-2 lists the RC5 control codes for the DHD Controller.

**Table 6-2. RC5 Control Codes for the DHD Controller**

Remote Control Button Name	RC5 Data from Remote Control (Note)	RC5 Data with Toggle Bit = 1 (Note)	Description
16:9	0x3449	0x3C49	16:9 aspect ratio
4:3	0x344A	0x3C4A	4:3 aspect ratio
CINEMA	0x346C	0x3C6C	Cinema aspect ratio
COMP	0x344E	0x3C4E	Component video input
CUST 1	0x3472	0x3C72	Custom 1 memory preset
CUST 2	0x3473	0x3C73	Custom 2 memory preset
DOWN	0x3446	0x3C46	Down-Arrow (▼)
ENTER	0x3444	0x3C44	<b>ENTER</b>
EXIT	0x3474	0x3C74	<b>EXIT</b>
HD 1	0x3451	0x3C51	HD1 video input
HD 2	0x3452	0x3C52	HD2 video input
HDMI 1	0x3453	0x3C53	HDMI1 video input
HDMI 2	0x3454	0x3C54	HDMI2 video input
HDMI 3	0x3455	0x3C56	HDMI3 video input
HDMI 4	0x3456	0x3C56	HDMI4 video input
ISF DAY	0x3471	0x3C71	ISF Day memory preset
ISF NT	0x3470	0x3C70	ISF Night memory preset
LEFT	0x3447	0x3C47	Left-Arrow (◀)
LET BOX	0x344B	0x3C4B	Letterbox aspect ratio
MENU	0x3443	0x3C43	<b>MENU</b>
NATIVE	0x346E	0x3C6E	Native aspect ratio
OFF	0x3442	0x3C42	Power off
ON	0x3441	0x3C41	Power on
RIGHT	0x3448	0x3C48	Right-Arrow (▶)
SCART	0x3457	0x3C57	SCART video input
STOFF	0x3460	0x3C60	Sets the sleep timer to Off
ST30MIN	0x3461	0x3C61	Sets the sleep timer to 30 minutes

**Note:** These codes assume that the default address of 17 is used. If you change it to something other than 17, you will need to modify these codes accordingly.

**Table 6-2. RC5 Control Codes for the DHD Controller (continued)**

Remote Control Button Name	RC5 Data from Remote Control (Note)	RC5 Data with Toggle Bit = 1 (Note)	Description
ST60MIN	0x3462	0x3C62	Sets the sleep timer to 60 minutes
ST90MIN	0x3463	0x3C63	Sets the sleep timer to 90 minutes
ST2HRS	0x3464	0x3C64	Sets the sleep timer to 2 hours
ST4HRS	0x3465	0x3C65	Sets the sleep timer to 4 hours
UP	0x3445	0x3C45	Up-Arrow (▲)
VID 1	0x344D	0x3C4D	Composite video input 1
VID 2	0x3458	0x3C58	Composite video input 2
VID 3	0x3459	0x3C59	Composite video input 3
V-CINE	0x346D	0x3C6D	Virtual Cinema aspect ratio
V-WIDE	0x344C	0x3C4C	VirtualWide aspect ratio

**Note:** These codes assume that the default address of 17 is used. If you change it to something other than 17, you will need to modify these codes accordingly.

### 6.3 Using HDMI CEC Messages

The DHD Controller accepts and can respond to CEC command messages from a disc player, satellite receiver or DVR/set-top box via an HDMI connection. Using CEC, the DHD Controller can perform the following actions:

- Turn itself and the display device on and select the correct input when the source component initiates playback of a disc or recorded program.
- Turn the source component on when you switch to its corresponding input on the DHD Controller.
- Turn the source component off when the DHD Controller is turned off (unless the source component is in playback mode).
- Change its OSD language when a similar change is made at the source.

To use CEC, connect your CEC-compatible sources to the HDMI inputs on the D-73d. Set the CEC option to **On** (refer to **CEC** on page 93). Additional steps may be needed to enable CEC at the source. Refer to the documentation for your source device for more information.

**CEC Command List** ➤ Table 6-3 lists the CEC commands supported by the DHD Controller.

**Table 6-3. CEC Commands Supported by the DHD Controller**

Opcode	Value	Supported? (√ = Yes, – = No)	
		Initiator	Follower
Feature Abort	0x00	√	√
Standby	0x36	√	√
Routing Change	0x80	√	√
Routing Information	0x81	√	√
Active Source	0x82	√	√
Request Active Source	0x85	√	√
Device Vendor ID	0x87	√	√
Give Device Vendor ID	0x8C	√	√
Vendor Command With ID	0xA0	√	√
Polling Message	N/A	√	√
Text View On	0x0D	√	–
Report Physical Address	0x84	√	–
Inactive Source	0x9D	√	–
CEC Version	0x9E	√	–
Set OSD Name	0x47	√	–
Menu Status	0x8E	√	–
Report Power Status	0x90	√	–
Set Menu Language	0x32	–	√



**Table 6-3. CEC Commands Supported by the DHD Controller (continued)**

Opcode	Value	Supported? (√ = Yes, – = No)	
		Initiator	Follower
Give Physical Address	0x83	–	√
Set Stream Path	0x86	–	√
Get CEC Version	0x9F	–	√
Abort Message	0xFF	–	√
User Control Pressed	0x44	–	√
User Control Released	0x45	–	√
Give OSD Name	0x46	–	√
Menu Request	0x8D	–	√
Give Device Power Status	0x8F	–	√

**Note**

*The DHD Controller does not transmit HDMI CEC control messages from the “HDMI Audio Out” connector.*

**Notes:**

# 7. Specifications

Table 7-3 lists the D-73d projector specifications.

**Table 7-1. D-73d Projector Specifications**

<b>Projector Type:</b>	Texas Instruments Digital Light Processing™ (DLP) dual imaging system, SuperOnyx™ DMD™
<b>Native Resolution:</b>	Full HD 1920 x 1080 (1080p)
<b>Aspect Ratios:</b>	4:3, Letterbox, 16:9, VirtualWide, Cinema, Virtual Cinema, Native
<b>3D Support:</b>	All HDMI 1.4a mandatory 3D formats are supported with included Runco 3Dimension Processing system
<b>DTV Compatibility:</b>	Refer to Table 7-2
<b>Picture Size (16:9 Screen), 2D Content:</b>	Recommended Width: 72- 132 in. Maximum Width: 200 in.
<b>Picture Size (16:9 Screen), 3D Content:</b>	Recommended Width: 72- 100 in. Maximum Width: 200 in.
<b>Processing:</b>	Runco DHD4 Processor with ViVix IV™ technology and BRiC (Backup, Recovery and Clone) tool
<b>Control Options:</b>	<ul style="list-style-type: none"> <li>• Serial commands via RS-232</li> <li>• Discrete infrared (IR) remote</li> <li>• Consumer Electronics Control (CEC) protocol support via HDMI</li> <li>• Ethernet</li> </ul>
<b>Inputs:</b>	Refer to Table 7-3
<b>12V Output (for anamorphic lens transport):</b>	+12 VDC, rated at 250 mA
<b>Video Standards:</b>	NTSC, PAL, SECAM, CEA-861D
<b>Calibration:</b>	ISF Certified Calibration Configuration
<b>Color Gamut:</b>	Fully adjustable, > BT.709 (REC709)
<b>Throw Distance (Factor x Screen Width):</b>	Refer to Table 3-3
<b>Horizontal &amp; Vertical Offset:</b>	Refer to Table 3-4

## 7.1 D-73d Projector Specifications

**Table 7-1. D-73d Projector Specifications (continued)**

<b>Light Output:</b>	<p><b>2D Content:</b> CSMS Specifications* – Home Theater Calibration: 450 ANSI Lumens; 29 Foot-Lamberts (fL) Uncalibrated: 700 ANSI Lumens</p> <p><b>3D Content:</b> CSMS-3D Specifications** – Home Theater Calibration: 311 ANSI Lumens; 20 Foot-Lamberts (fL) Uncalibrated: 483 ANSI Lumens</p> <p>Light output will drop less than 10% over the life of the product.</p> <p>*Measured on a 1.3 gain, 72" wide 16:9 screen **Measured on a 3.0 gain, 73" wide 16:9 screen</p>
<b>Contrast Ratio:</b>	CSMS* Contrast Ratio: 330:1 3 settings: Infinity:1, 20,000:1, and 10,000:1 (sequential) ColorContrast™ for up to 50% higher contrast by color
<b>Illumination System:</b>	InfiniLight™ LED (RGB) illumination system
<b>Color Space:</b>	135% NTSC color gamut in proprietary Runco Native mode with Runco Smart Color™ and Personal Color Equalizer™. Presets for SMPTE C, REC-709, DCI, EBU, and others. Adobe achievable.
<b>Maintenance:</b>	Zero maintenance, solid state optical path (no lamps to replace)
<b>Power Requirements:</b>	100 VAC to 240 VAC +/- 10% @ 50/60Hz
<b>Power Consumption:</b>	180 - 480 W typical (2W standby)
<b>Operating Temperature:</b>	10°C to 40°C, up to 7,500' altitude 10°C to 35°C, 7,500' to 10,000' altitude
<b>Operating Humidity:</b>	10 - 80% humidity (non-condensing)
<b>Dimensions:</b>	See Figure 7-1
<b>Weight:</b>	116 lbs. (52.62 kg)
<b>Regulatory Approvals:</b>	FCC Part 15 Class B, CE Class B, UL, cUL, CB, RoHS, WEEE, local conformances as required
<b>Limited Warranty:</b>	Projector: (2) Two years parts and labor from the date of shipment from Runco. Extended RuncoCare™, RedCarpet™, and PremierCare™ assurance available.

**Specifications are subject to change without notice.**

Table 7-3 lists the DHD Controller specifications.

**Table 7-2. DHD Controller Specifications**

<b>Aspect Ratios:</b>	4:3, Letterbox, 16:9, VirtualWide, Cinema, Virtual Cinema, Native
<b>Video Standards:</b>	<ul style="list-style-type: none"> <li>• HDMI and DVI with HDCP for digital video</li> <li>• Component and RGB HDTV (1080p, 1080i, 720p)</li> <li>• Component and RGB EDTV (576p, 480p)</li> <li>• Component and Composite SDTV (576i, 480i)</li> <li>• RGB SCART with adaptor</li> <li>• NTSC (M, 4.43)</li> <li>• PAL (B, G, H, I, N, M)</li> <li>• SECAM (M)</li> </ul>
<b>Inputs:</b>	(4) HDMI with CEC and Deep Color (1) Component/SCART (3 x RCA) (2) Component/RGBHV (5 x BNC) (3) Composite
<b>Outputs:</b>	(1) HDMI with Deep Color to D-73d (1) HDMI with Deep Color to second display or audio processor
<b>Control Options:</b>	<ul style="list-style-type: none"> <li>• Front panel vacuum fluorescent display and keypad</li> <li>• Discrete infrared (IR) remote</li> <li>• RS-232 (female DB9) for serial commands</li> <li>• USB (type B female) for firmware upgrade</li> <li>• RS-232 (male DB9) for accessories</li> <li>• 3.5-mm wired IR input for Niles/Xantech-compatible IR systems</li> <li>• Consumer Electronics Control (CEC) protocol support via HDMI</li> <li>• Ethernet</li> </ul>
<b>Ethernet Communication:</b>	RJ45 (female) for web server, e-mail, auto firmware upgrade and Telnet
<b>RS-232 Communication Parameters:</b>	19200 bps, no parity, 8 data bits, 1 stop bit, no flow control
<b>Trigger Outputs:</b>	(3) +12 VDC, each rated at 250 mA and thermal fuse-protected
<b>Accessory Applications:</b>	Runco Firmware Upgrader, Runco BRiC (backup, restore, clone), CalMAN by SpectraCal for automatic calibration
<b>Power Requirements:</b>	100-240V~, 47-63Hz, 0.45 Amps
<b>Operating Environment:</b>	41°F to 104°F (5°C to 40°C), 0% to 90% humidity (non-condensing); up to 10,000 feet (3,048 meters) altitude
<b>Dimensions:</b>	Width = 17.50 inches (444.5 mm) Depth = 11.19 inches (284.1 mm) Height = 3.75 inches (95.3 mm)
<b>Weight:</b>	15.4 lbs. (7.00 kg)

## 7.2 DHD Controller Specifications

**Table 7-2. DHD Controller Specifications (continued)**

**Regulatory Approvals:** cTUVus, FCC class B, CE, RoHS, China RoHS, WEEE, C-Tick, CCC, local conformances as required

**Limited Warranty:** Two (2) years parts and labor from the date of shipment from Runco.

**Specifications are subject to change without notice.**

### 7.3 3Dimension Processor Specifications

Table 7-3 lists the 3Dimension Processor specifications.

**Table 7-3. 3Dimension Processor Specifications**

<b>Aspect Ratios:</b>	Refer to Table 7-2
<b>Video Standards:</b>	Refer to Table 7-2
<b>3D:</b>	System includes demultiplexing algorithms for every required HDMI 3D format, including frame-packed, maintaining optimal synchronization and stereo separation
<b>Inputs:</b>	(4) HDMI with CEC and Deep Color (1) Component/SCART (3 x RCA) (2) Component/RGBHV (5 x BNC) (3) Composite
<b>Outputs:</b>	(2) HDMI with Deep Color to Primary ("left eye") and Secondary ("right eye") DHD Controllers (2) Analog HD (5 x BNC) to Primary and Secondary DHD Controllers (2) Analog SD Composite (RCA) to Primary and Secondary DHD Controllers
<b>External Control:</b>	Consumer Electronics Control (CEC) protocol support via HDMI (pass-through)
<b>Power Requirements:</b>	100-240V~, 47-63Hz, 0.45A
<b>Operating Environment:</b>	41°F to 104°F (5°C to 40°C), 0% to 90% humidity (non-condensing)
<b>Dimensions:</b>	Width = 17.50 inches (444.5 mm) Depth = 11.19 inches (284.1 mm) Height = 3.75 inches (95.3 mm)
<b>Weight:</b>	13.0 lbs. (5.90 kg)
<b>Regulatory Approvals:</b>	cTUVus, FCC class B, CE, RoHS, China RoHS, WEEE, C-Tick, CCC, local conformances as required
<b>Limited Warranty:</b>	Two (2) years parts and labor from the date of shipment from Runco.

**Specifications are subject to change without notice.**



## 7.5 Supported Timings

Table 7-4 lists the signal types supported by each input on the 3Dimension Processor.

**Table 7-4. Supported Signal Timings by Input**

Format	Resolution	Refresh Rate (Hz)	Horizontal Frequency (kHz)	Pixel Frequency (MHz)	Supported? (√ = Yes, – = No)				
					HD 1 HD 2	HDMI 1 HDMI 2 HDMI 3 HDMI 4	Component	SCART	Composite 1 Composite 2 Composite 3
640x480	640x480	60.00	31.469	25.175	√	√	√	–	–
		66.59	35.892	29.862	√	√	√	–	–
		72.00	37.861	31.500	√	√	√	–	–
		75.00	37.500	31.500	√	√	√	–	–
		85.00	43.269	36.000	√	√	√	–	–
800x600	800x600	60.00	37.879	40.000	√	√	√	–	–
		72.00	48.077	50.000	√	√	√	–	–
		75.00	46.875	49.500	√	√	√	–	–
		85.00	53.674	56.250	√	√	√	–	–
832x624	832x624	74.54	52.849	60.036	√	√	√	–	–
848x480	848x480	47.95	25.270	27.089	√	√	√	–	–
		60.00	31.020	33.750	√	√	√	–	–
1024x768	1024x768	60.00	48.363	65.000	√	√	√	–	–
		70.00	56.476	75.000	√	√	√	–	–
		75.00	60.023	78.750	√	√	√	–	–
		85.00	68.677	94.500	√	√	√	–	–
1152x864	1152x864	75.00	67.500	108.000	√	√	√	–	–
1280x720	1280x720	47.95	37.833	64.769	√	√	√	–	–
1280x768	1280x768	60.00	47.396	68.250	√	√	√	–	–
		60.00	47.776	79.500	√	√	√	–	–
		75.00	60.289	102.250	√	√	√	–	–
		85.00	68.633	117.500	√	√	√	–	–
1280x960	1280x960	60.00	60.000	108.000	√	√	√	–	–
		85.00	85.938	148.500	√	√	√	–	–



**Table 7-4. Supported Signal Timings by Input (continued)**

Format	Resolution	Refresh Rate (Hz)	Horizontal Frequency (kHz)	Pixel Frequency (MHz)	Supported? (√ = Yes, – = No)				
					HD 1 HD 2	HDMI 1 HDMI 2 HDMI 3 HDMI 4	Component	SCART	Composite 1 Composite 2 Composite 3
1280x1024	1280x1024	60.00	63.981	108.000	√	√	√	–	–
		75.00	79.976	135.000	√	√	√	–	–
		85.00	91.146	157.500	√	√	√	–	–
1360x768	1360x768	60.00	47.712	85.500	√	√	√	–	–
1400x1050	1400x1050	60.00	64.744	101.000	√	√	√	–	–
		60.00	65.317	121.750	√	√	√	–	–
		75.00	82.278	156.000	√	√	√	–	–
1600x1200	1600x1200	60.00	75.000	162.000	√	√	√	–	–
1680x1050	1680x1050	60.00	64.674	119.000	√	√	√	–	–
1920x1080	1920x1080	47.95	56.821	150.007	√	√	√	–	–
1920x1200	1920x1200	60.00	74.038	154.000	√	√	√	–	–
SCART RGS	–	50.00	–	–	–	–	–	√	–
480/60i	720x487	59.94	15.734	13.500	√	√	√	–	–
480/60p	720x483	59.94	31.469	27.000	√	√	√	–	–
576/50i	720x576	50.00	15.625	14.750	√	√	√	–	–
576/50p	720x576	50.00	31.250	29.000	√	√	√	–	–
720/24p	1280x720	23.98/24.00	17.982/18.000	59.341/59.400	√	√	√	–	–
720/25p	1280x720	25.00	18.750	74.250	√	√	√	–	–
720/30p	1280x720	29.97/30.00	22.478/22.500	74.175/74.250	√	√	√	–	–
720/50p	1280x720	50.00	37.500	75.250	√	√	√	–	–
720/60p	1280x720	60.00	45.000	74.250	√	√	√	–	–
1080/50i	1920x1080	50.00	28.125/31.250	74.250/72.000	√	√	√	–	–
1080/60i	1920x1080	59.94/60.00	33.716/33.750	74.175/74.250	√	√	√	–	–
1080/24p	1920x1080	23.98/24.00	26.978/27.000	74.175/74.250	√	√	√	–	–
1080/50p	1920x1080	50.00	56.250	148.500	√	√	√	–	–
1080/60p	1920x1080	59.94/60.00	67.433/67.500	148.350/148.500	√	√	√	–	–
NTSC 3.58	–	59.94/60.00	15.734/15.750	3.580	–	–	–	–	√
NTSC 4.43	–	59.94/60.00	15.734/15.750	4.430	–	–	–	–	√
PAL-B/G/H/I	–	50.00	15.625	4.430	–	–	–	–	√

**Table 7-4. Supported Signal Timings by Input (continued)**

Format	Resolution	Refresh Rate (Hz)	Horizontal Frequency (kHz)	Pixel Frequency (MHz)	Supported? (√ = Yes, – = No)				
					HD 1 HD 2	HDMI 1 HDMI 2 HDMI 3 HDMI 4	Component	SCART	Composite 1 Composite 2 Composite 3
PAL-M	–	59.94/60.00	15.734/15.750	3.580	–	–	–	–	√
PAL-N	–	50.00	15.625	3.580	–	–	–	–	√
SECAM	–	50.00	15.625	13.500	–	–	–	√	√
<b>Supported 3D Modes</b>									
1080i SBS (Side-by-Side)	1920x1080	50.00	28.125/31.250	74.250/72.000	–	√	–	–	–
		59.94	33.716	74.175	–	√	–	–	–
		60.00	33.750	74.250	–	√	–	–	–
720p TAB (Top-and-Bottom)	1280x720	50.00	37.500	75.250	–	√	–	–	–
		59.94	44.715	74.406	–	√	–	–	–
		60.00	45.000	74.250	–	√	–	–	–
720p SBS (Side-by-Side)	1280x720	50.00	37.500	75.250	–	√	–	–	–
		59.94	44.715	74.406	–	√	–	–	–
		60.00	45.000	74.250	–	√	–	–	–
720p FP (Frame Packing)	1280x720	23.98	17.982	59.341	–	√	–	–	–
		24.00	18.000	59.400	–	√	–	–	–
		29.97	22.478	74.175	–	√	–	–	–
		30.00	22.500	74.250	–	√	–	–	–
1080p SBS (Side-by-Side)	1920x1080	23.98	26.978	74.175	–	√	–	–	–
		24.00	27.000	74.250	–	√	–	–	–
		29.97	33.716	74.175					
		30.00	33.750	74.250					
		50.00	56.250	148.500					
		59.94	67.433	148.350					
		60.00	67.500	148.500					

**Table 7-4. Supported Signal Timings by Input (continued)**

Format	Resolution	Refresh Rate (Hz)	Horizontal Frequency (kHz)	Pixel Frequency (MHz)	Supported? (√ = Yes, – = No)				
					HD 1 HD 2	HDMI 1 HDMI 2 HDMI 3 HDMI 4	Component	SCART	Composite 1 Composite 2 Composite 3
1080p TAB (Top-and-Bottom)	1920x1080	23.98	26.978	74.175	–	√	–	–	–
		24.00	27.000	74.250	–	√	–	–	–
		29.97	33.716	74.175	–	√	–	–	–
		30.00	33.750	74.250	–	√	–	–	–
		50.00	56.250	148.500	–	√	–	–	–
		59.94	67.433	148.350	–	√	–	–	–
		60.00	67.500	148.500	–	√	–	–	–
1080p FP (Frame Packing)	1920x1080	23.98	26.978	74.175	–	√	–	–	–
		24.00	27.000	74.250	–	√	–	–	–
		29.97	33.716	74.175	–	√	–	–	–
		30.00	33.750	74.250	–	√	–	–	–

**Notes:**



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